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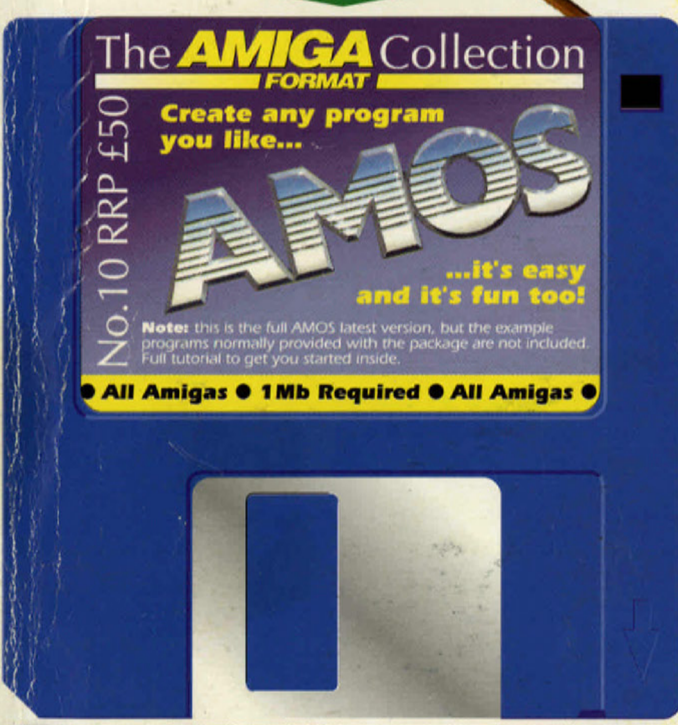
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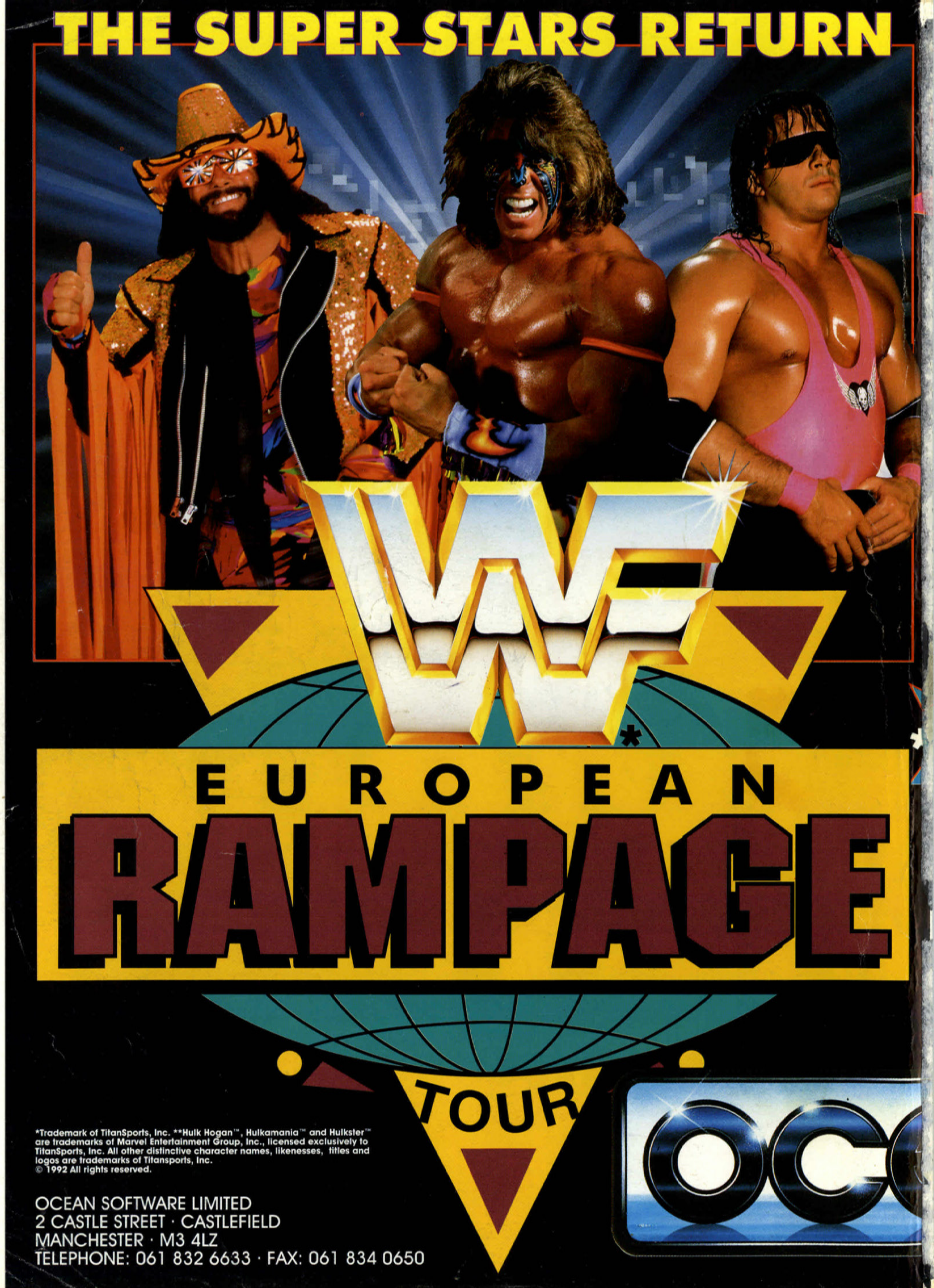
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ADVERTISING COMPLAINTS

Contact Alison Winter, Advertising Complaints, 30 Monmouth Street, Bath BA1 2BW.

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Obscure quote from great kids' TV programme of the month...

"A joke's a joke, but this has gone some way beyond the realms of light entertainment."

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News 13



IN NEWS

Shock horror! All models in the Amiga range are set for a price rise in January, which will particularly affect the A600 and A1200. Find out why this will happen...

Screenplay 101

Reviews



REVIEWED
RocKey

This could be the most creative piece of video hardware ever to hit the Amiga. Find out what it can do for you!



REVIEWED
Morph Plus

The latest buzz-word in computer graphics, and the latest technique, as seen everywhere from *Terminator 2* to – now – the Amiga.

Win! Win! Win!



REVIEWED
Noddy's Playtime

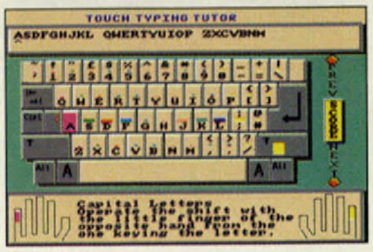
It's about time for an educational package with a difference – the addition of one of the most popular kids' characters.

Regulars



IN PD UPDATE:
Fractals

This could be one of the most astonishing fractal generators you've seen in your life – and it's just a free demo of a new CDTV title!



IN PD UPDATE:
Touch Typing Tutor

One of the best thought-out PD programs you ever did see, this beats the pants off most similar commercial software releases!

Games revelation!

So, you thought you already knew which were the best games you could possibly get hold of for your Amiga, did you? Could be wrong!

But never mind that. We're not only going to show you what our games experts think are the best of all time, we're also going to show you exactly how to play them to get the most enjoyment – and even to win!

PAGE 164



Where are we going?

What will happen to the Amiga in 1993? It's a fair question – in fact, it's such a good one that we thought we would ask it of all the major names in Amiga games, serious software and hardware. Find out how they are planning for YOUR future!

PAGE 60

Hardware masterclass

The A600 and the A1200 feature two very important new technologies: IDE for adding internal hard drives and PCMCIA for RAM expansions (and lots more as well). If you're a sussed Amiga owner, you'll want to know the pitfalls and the advantages...

PAGE 54 & 56

Welcome to Amiga Format!

Hello there, and welcome to the magazine that's not only Britain's most popular computer title, but also the best-selling mag in the world for Amiga owners.

There's a lot of new people coming to the Amiga at this time of year – lucky people who've been given an Amiga as a present, sensible people who have bought one as a gift for themselves. We'd just like to welcome you to the Amiga, and also welcome you to the magazine.

We've said it before in the last month or two, and we'll probably say it again during the course of the next couple of months... but this is a really exciting time for the Amiga. In particular, the release of the new Amiga 1200 a few short weeks ago has given the machine a whole new lease of life. It really is setting a new standard, and once again it's made the Amiga far and away the most desirable home computer system.

But the A1200 is really just the start. Its potential has yet to be fulfilled, and over the next couple of months we'll start seeing what it can really do, when the software that has been designed to make the most of its unique capabilities starts appearing. Seriously, there's going to be some jaw-dropping stuff there; we can hardly wait.



Damien Noonan, Editor

Yet that's just the start. Anyone who is anyone in the computer industry is aware that we're going through one of those periods of great change and upheaval that happen to computers occasionally. This next year is set to be a key one for us all.

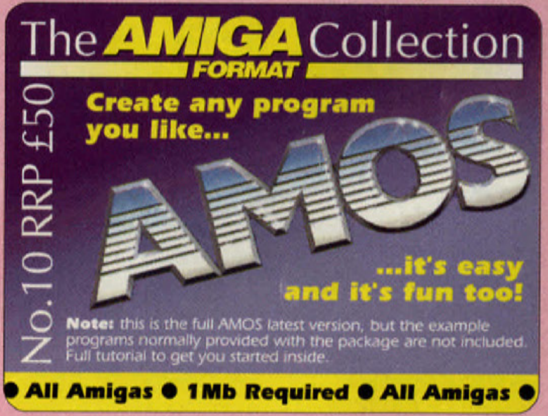
With that in mind, we thought it would be an ideal time to ask all the major names associated with the Amiga – the people who make the games, the serious software and the hardware – what they think will be important in 1993. It makes quite a read!

COVERDISK



Lemmings 2 – The Tribes Playing guide p8

They're back – and this time there's even more of the cute little green-haired fellas than you've ever seen before! Yes, it turns out that the lemmings have whole tribes of cousins who live in various parts of the world and who behave completely differently from the ones we already know and love. The puzzle game that swept the world is back for its third year in succession on the Amiga Format Christmas Coverdisk, and this time there's even more of a challenge facing you...



Have yourself an AMOS little Christmas p25

Programming? Bah! Humbug! It's fair to say there is probably no more intriguing hobby than creating your own programs. If you're a complete novice, let's face it, it's a challenge in itself to try and get a program up and running. Yet AMOS makes it easy to create the most amazing, professional-looking programs for yourself. From useful stuff to solve your problems to the most astonishing games, AMOS 'The Creator' is capable of doing the job. So don't delay – start learning today!



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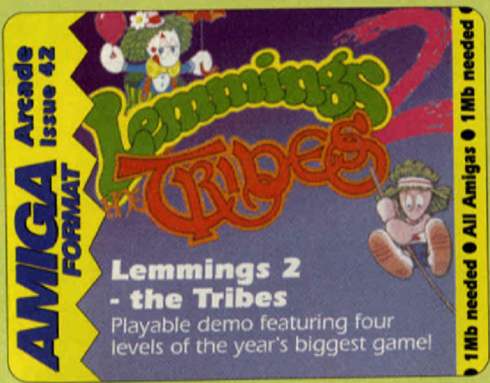


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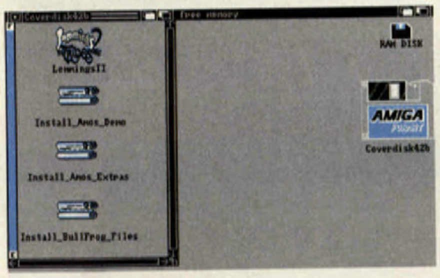
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Lemmings 2

Last Christmas **Amiga Format** was your guarantee of Lemmings. Christmas '92 wouldn't be the same without those little kamikaze cuties, so here's **Andy Hutchinson** to tell you all about the Coverdisk demo of the year...

GETTING STARTED



This is the screen that you'll see when you put your *Lemmings* Coverdisk into the disk drive.

First off, put the Coverdisk into your disk drive. The *Amiga Format* Coverdisk icon will appear on your Workbench screen and will resemble the picture above. Double-click on the icon, this will open up the window on the left of the screen. Double-click on the *Lemmings II* icon and then the game will load. It's important to back up your disk first, though: turn to Page 40 and follow the simple instructions there.



You join us just in time for the Gwynedd Open Lemming Snow-diving day. Some of the contestants are already warming up, which is unfortunate as they only get one crack at *this* jump. Join us at the same time next year.

LET'S FACE IT, a certain amount of depravity or sickness in a game is a surefire way of making it a success. There's something about the British character which makes us giggle at all things tasteless; how else can you explain things like *Monty Python* or *Beadle's About*. All of which brings us along quite nicely (and why not?) to *Lemmings*.

Two years ago a programmer called David Jones completed his cutesy suicide-em-up and the world thanked him. Until they failed to complete the game, at which point they cursed him. Ironically all those people who became addicted to *Lemmings* the first time round will curse their way into shops up and down the country in early '93 and subject themselves to yet more abuse at Mr Jones' hands.

How kind of us, then, to let you see what all the fuss will be about without having to trudge into town through whatever cack weather chooses to fall from the skies during this God-forsaken time of the year.

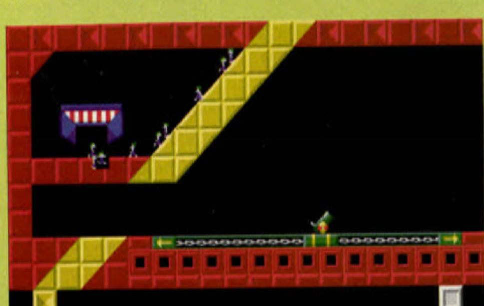
Lemmings 2 takes the whole idea of the original game several steps forward. The basic idea is the same: get as many lemmings as possible from one end of a level to another within a time limit. However whereas in the original there were only eight different flavours of lemming, this new game has 60 of the blighters, all separated into 12 tribes. That, dear reader, means that you'll have quite a job getting acquainted with all of them while retaining all your hair.

Just to give you a taste of things to come, there are four levels in this demo based around two of the 12 tribes. To complete the demo you'll have to learn how to control the Circus and the Polar tribe of lemmings. Obviously these are two different kinds of environment, but if you've played the first game then you'll discover that similar principles apply.

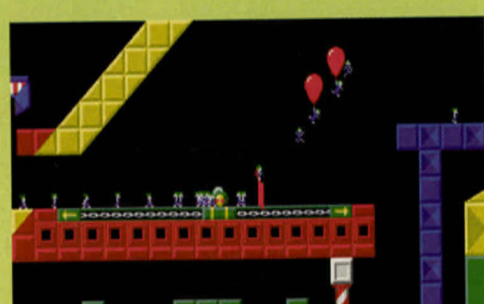
Firstly, you won't need to use the peculiar skills of every different kind of lemming on each screen. Rather, you'll need a few specialists doing their thing and creating a safe path to the exit for the rest. This may involve digging a tunnel or building a bridge, but the odds are that you're going to have to experiment a lot until you get it right.

The first screen you'll tackle is the Circus screen. This is quite tricky and the main thing to do is take control of your lemmings as quickly as possible. You see, they'll be dropping from the sky at a fair old pace and unless you stop them going anywhere until you can get them safe transit you're going to end up with some serious lemming ravioli.

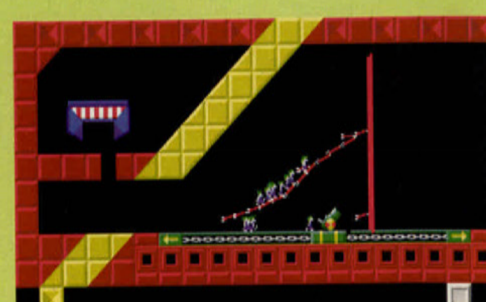
One lemming you should acquaint yourself with first is the attractor. For experienced lemming wranglers, that's the equivalent of a blocker. This chappy will whip out his musical instrument, start playing and all the other lemmings in the area will get on down and party. All of which means that they won't be walking off the edge of cliffs into vats of molten rock.



In order to get the furry blighters out of that top section, deploy a stomper to trample through the rock.



Then swiftly move the cannon to the middle, deploy a blocker and send up some bubblegum lemmings.



And if all else fails, remember to have a good ponce about with the archery lemming. Pointless but fun.

– the Tribes



This 'ere map shows the peculiar layout of Lemmingland and its 12 different tribes, and it's all part of the world that is *Lemmings 2*.



While this screen shows all 60 of the lemmings you'll need to get to grips with in order to complete the game.

On the very first circus level the four lemmings you'll need to get to know are the attractor, the stacker, the stomper and the ballooner. The first thing to do is arrange that dirty great cannon into a more suitable position. In order to transform a lemming you click at the bottom of the screen on the variety you want and then on the specific lemming you're going to transform. Click on the right-hand arrow and it will chug into a middle position. Any lemmings which now encounter the cannon will hop in and fire themselves across the void on to the opposite side of the screen before trundling home to the tent.

While you're on this screen try experimenting with the ballooner. This little chappy blows a Bubblicious and ascends gently into the air. You can direct his movement by clicking on the fan icon at the bottom right of the screen and then holding down the left mouse button near him. Get this right and you can transport 40 lemmings safely to the tent: mis-time things and you'll send them flying into an obstacle of some sort and plummeting to their doom.

Other major features which you'll need to know about are the nuke button which destroys all the lemmings and enables you to start the screen again, the pause button which looks like paw prints and the fast-forward button which speeds up the tedious wait once you've cleared a path for the wee chaps.

The thing that you've got to remember about *Lemmings* is that you can attempt a screen as many times as it takes. You don't have lives in the traditional sense, just wodges of rodents who trust you to escort them home. What's more on most of the screens you're definitely going to have to make extensive use of the infinite continues.

Now David Jones and his team are a devious bunch of ne'er-do-wells who can be utterly rotten. You'll have to think in an increasingly lateral manner if you want to save more than one lemming. Before you tackle any screen, hit the pause button and have a good sniff around. You'll find that the most obvious route will almost certainly lead you to complete oblivion and that the only way to complete the level is to send your lemmings toddling along in a most bizarre manner, over and through all sorts of obstacles.

The Polar tribe have got some particularly unique skills at their disposal. We're not going to give away all the screens' secrets but we will say that in order to complete the first level of the Polar tribe all you'll need are a skier, two bombers, two diggers and a water carrier. You'll also need about three cups of coffee, a large doner kebab, some fuse wire, a pair of Spiderman pajamas and considerable amounts of patience.

You can keep tabs on how you're progressing by watching the figures above the lemming selectors. These show how many lemmings you've got to save, how many you've already saved and how long you've got left. If the worst comes to the worst and you can't complete a level, console yourself with this thought: right now, in homes right across the United Kingdom people are stuck in exactly the same place on exactly the same level as you. Makes you feel all warm inside doesn't it?

SOME EXCUSES TO USE WHEN YOU COMPLETELY FAIL TO COMPLETE A LEVEL

- "But I mean, like, this game was designed for a different age group. The kind of kids who can manage this stuff were weened on it. My generation is hindered by the fact that it's just not used to these kind of quick reflex games."
- "There were too many of the little blighters dropping out at once, how was I to know they'd head straight for the nearest cliff?"
- "Unfortunately I'm blue colour blind, so I didn't even know that the skier lemming existed. Obviously now you've pointed it out though I'll be OK."
- "Well if you stopped pawing the screen and screaming instructions at me I'd stand a far greater chance of completing the level successfully."
- "Well obviously I'm used to the older version of *Lemmings*, this one will take a bit of getting used to. I'll have mastered this level in five minutes or so."
- "Well obviously five minutes was just an approximate, loose kind of guess. I'll definitely have this level sorted by teatime."
- "Well, like, the mouse is too slow. I mean, like, I knew what to do but I couldn't get the cross-hairs there in time."



The skiing lemming is your most valuable asset on this level. Be sure to give him a good run up though.



I don't know, giving the game away like this. It's all too easy, you figure it out from now on.



Basically, you'll need a few diggers and the odd bomb. Much like the M25 lane-widening roadworks.

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"I suggest you rush out and buy it immediately"
85% Amiga Power

"An incredible number of alien nasties to blow away...I was highly impressed.
85% CU Amiga

"Undoubtedly a very polished, sophisticated and enjoyable role player and a big one too"
88% The One



KRISALIS SOFTWARE LTD.

EASY ANALOGUE CONTROL FOR SIM FANS

Here's a novel idea – if you want to use an analogue joystick, why not get a PC one and use an adaptor to fit it to your Amiga? DigiPrint, a firm based in Virginia, America, have come up with a gadget that plugs easily in to your Amiga's joystick port and enables you to connect analogue 'sticks that are made for use with the IBM PC and their compatibles.

DigiPrint point out that an increasing number of Amiga sims support analogue control – games like *F-15 Strike Eagle, Formula One Grand Prix, Knights of the Sky* and *Birds of Prey*. An analogue stick gives you more precise control and greater 'feel', but the main problem is that most are made for the PC, so the DP IBM Analog Interface adaptor, which retails for only $14.95 in its native land, would seem to be an ideal solution.

DigiPrint are also making a mouse convertor, the DP IBM Bus Mouse Interface (also $14.95), which they believe will be attractive because PC mice are available with a 400 dpi (dots per inch) resolution for much greater accuracy and smoothness.

DigiPrint Inc 0101 804 560 1769

£650 OFF VIDEO TOOL!

The superb frame-by-frame Amiga-to-video recording system, Simpatica, from Leicestershire firm Optonica, has been reduced massively in price from almost £1,000 to only £350. The system is the ideal way of getting Amiga stuff to broadcast-quality U-Matic tape and cannot be recommended too highly as a solution in that area.

Optonica 0455 558282

FIRM'S COLLAPSE LEADS TO READER APPEAL

After the recent collapse of FutureTech of Newport Pagnell, *Amiga Format*'s advertising department would like to point out that we do have a procedure for assisting any readers who have problems with a firm who have advertised with the magazine.

Readers who have not had goods delivered or who have a problem with service from any firm that advertises with *Amiga Format* are asked to write to Alison Winter, Advertising Complaints, Future Publishing, 30 Monmouth Street Bath BA1 2BW. We will do our best to explain your legal position and to get directly invloved with sorting the situation out.

A2200 on and off again

The A2000 is not due to be replaced by an A2200, says Commodore. This comes despite strong rumours that a new mid-range Amiga is set for launch. Instead, it seems the A3000 and A4000 will be repositioned, but not immediately.

High-end Amigas are set for a 'gradual' reduction in price towards the late part of next year, according to Commodore UK's MD, Kelly Sumner, as he refuted the suggestion that the A2200 was on the way. "The A2200 does not and will not exist. As I have said before, the project was called off."

The A2200 was originally set for release earlier this year and, despite Commodore's firm denial that it would appear, would still seem to be a very good idea. The A2000 ceased production some while ago and the release of the A1200 makes the A3000 and A4000 seem overpriced.



Although the A2000 has been out of production for some time now, Commodore UK 's managing director Kelly Sumner vehemently rejects claims that a replacement is in the pipeline 'called' the A2200.

WHY NOT?

Ideally, ***Amiga Format*** would like to see the release of a new machine based on the A1200's specification (32-bit architecture, 2Mb of chip RAM, AA chip set) but in a square case with room for the extra video slots that the larger Amigas have, and with a separate keyboard and built-in power supply.

Other tweaks might include a faster 68030 processor, accompanying 68882 co-processor, the high-density disk drive and possibly even a DSP (Digital Signal Processor) chip for improved sound handling. Extrapolated from the A1200, you could reasonably expect the cost to be around £799.

CONFUSION

In spite of Kelly Sumner's certainty, the waters have been muddied over recent weeks by a number of whispers and rumours. During the recent Future Entertainment Show at Earl's Court in London, a member of Commodore's own staff on the CBM stand was telling eager punters that the A1200 would be followed up by an A2000 replacement and that the new machine would carry the A2200 badge.

When we put this to Kelly, he replied "Whoever told you on our stand is ill-informed" and added, tongue firmly in cheek, "I will eventually find out who he is and sack him". But a conversation with a source close to Commodore worldwide suggested that both a specification and a release date for an A2000 replacement were set.

"No product is in development that will carry the badge A2200," Kelly Sumner states firmly, almost leaving room for a new mchine under another name. But Commodore policy seems set towards reducing the cost of the existing high-end machines. "We would like to work on the cost of the A3000 and A4000. I think we will control the cost of the A3000 and A4000 to bring them into line.

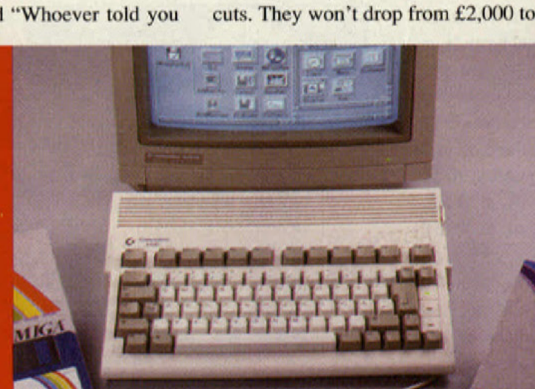
"We see that as being logical, because it takes a great deal of money to produce a new machine. You will see a gradual reduction in price of the A3000 and A4000 - not big price cuts. They won't drop from £2,000 to £1,000 overnight."

Amigas to go up in price

Commodore have confirmed that prices across the entire Amiga range will go up from January 1. The move is forced by the poor pound-to-dollar exchange rates and is seen as being a temporary one, with prices set to fall again if exchange rates improve.

The move will mean an increase of about £30 on a basic A600 £299 to £329) and £40 on an A1200 (£399 to £339), with proportionate increses on the prices of the A600 bundles.

Amigas for Britain and, indeed, the rest of Europe, are now made in Irvine in Scotland, so you might not expect that the exchange rates would have such an impact. However, the components that make up the machine are bought mostly from the Far East and so the prices are fixed in US dollars.



Amiga prices are set to go up in the new year, so if you're thinking of buying a new Amiga don't hold on to the January sales for a discount, or you'll be sadly disappointed.

GVP announce hardware launches for A1200

Top hardware makers GVP have announced immediate plans to support the new A1200 with a range of hardware due in the next couple of months. Considering this announcement happened only a couple of weeks after news of the European-led machine reached the States, where GVP are based, it's clear that they believe the A1200 is an important machine.

Andy Leaning of Silica, GVP's main UK distributor, informed us that GVP intend to make at least three new products for the A1200 which will go on sale over the next couple of months. Exact prices have not yet been set because of the fluctuating dollar-to-pound exchange rates.

The range includes: an 85 Mb IDE drive including GVP's *Faaastprep* software, at around £300; a trapdoor 68030EC accelerator card, expandable to 4Mb, 8Mb, 16 Mb or 32 Mb of RAM with 4Mb SIMMs and with space for an additional co-processor, at £350-£450; and a 4Mb populated trapdoor RAM expansion, 32-bit throughout and expandable to 8Mb, featuring a co-processor socket and, more importantly, fitted with a SCSI interface and controller, again at £350-£450. Wow! Silica 081-309 1111

First third-party CD drive appears



The official CBM A570 CD-ROM drive, soon to have competition from third-party developers. The real question is, will the independent versions be cheaper?

For the first time, an Amiga-compatible CD-ROM drive is now going to be available for Amigas other than the A500. Almathera Systems have announced that they will be supplying a SCSI-based Toshiba drive, which will connect using existing SCSI interfaces to the A1500, 2000 or 3000 as well as to an A500.

The Toshiba drive promises fast access times of 300ms, which is claimed to be twice as fast as a standard CDTV drive. It comes with a CDTV.DEVICE emulation which Almathera claim gives 90 per cent compatibility with CDTV software and a device handler to treat the drive as CD0: for Amiga access.

The London company, best known to date for their CDPD and Demos Collection CDTV discs, will be supplying the drives complete with a SCSI interface at prices of £595 for a stand-alone external model or £495 for an internally-fitted drive for the larger Amigas. If you already have a device with a SCSI interface, such as a GVP hard drive, however, the price is £100 less - check with Almathera whether your SCSI device is supported.

It's not yet known how swiftly Commodore will push for a switch to CDs rather than floppy disks, but we expect the move to be well under way at some point in 1993. As a consequence, many Amiga owners may want to keep up with the times, so this could just be the tip of the iceberg as far as third-party CD drives goes.

Currently the price is comparatively high, but in at leaset one niche market Almathera's move will be vey much welcomed. Owners of the larger Amigas, and particularly CD developers themselves, will be particularly glad to hear of an Amiga CD system that will fit internally.

Almathera Systems 081 683 6418

Support for PageStream

The top DTP package *PageStream* is to receive more active UK support via a user group that has been established by the American makers of the program, Soft Logik, in association with leading PD supplier George Thompson Services. GTS are distributing a demo disk featuring a 'slightly crippled' version of the program which runs on any Amiga with 1Mb and two disk drives and costs £5.99, while membership of the user group costs £15 a year and confers all manner of benefits on the member.

George Thompson Services 0707 271117

HDs for A1200 in massive capacities

Although the A1200 is not yet available with a factory-installed hard drive, many firms will fit one to the IDE socket inside the machine. One particular firm has found a way of delivering drives with greater capacities than it was previously thought possible to fit. Software Demon can do you a 20 Mb-equipped 1200 for £499 or a 40 Mb model for £569, but they also offer sizes up to 330 Mb (£969) and 426 Mb (£1,269). Do read about IDE on Page 56 of this issue before buying a drive from anywhere, though.

Software Demon 0736 331039



2.5-inch IDE drives are currently in very short supply, so it's well worth shopping around. In fact, they are so scarce that the picture on the left is from an AdIDE A500 kit. Hopefully, larger supplies of IDE drives will be available in the UK later in 1993.

MORE CHOPPERS FOR 93



Lovely looking cockpit view – let's hope that "seat of the pants' flying is just as good, if not better!

Argonaut Software, the team behind Microprose's forthcoming helicopter simulation, *ATAC*, are now aiming for a post-Christmas release date. Their massive-looking game will include a heavy strategy element as well as 3D vector graphics, and it is this which is believed to have held up the project.

***ATAC* is a war against the Columbian drug barons which puts you in charge of a team of undercover agents, four F-22 fighters and two high-tech helicopters. From your secret runway in darkest Columbia, you have to command the missions which will oust the five drug-lords from their position of power. The barons are no picnic, though - each one is incredibly rich, and incredibly well-armed, so you can expect lots of serious military hardware to be chucked in your general direction for most of the time.**

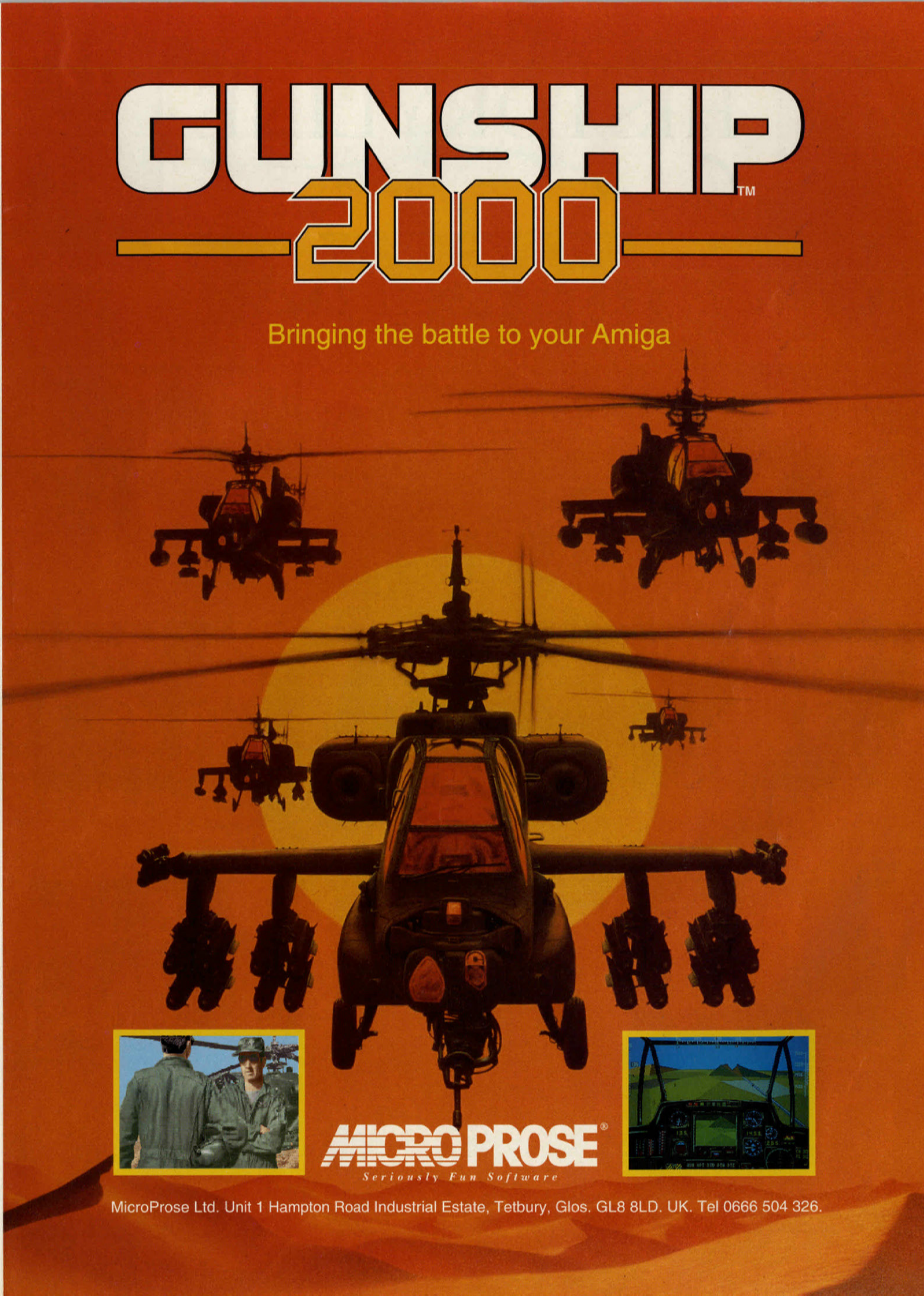
EA DELAYED IN THE DESERT



The kind of stunning wire-frame screen image we had hoped to bring you in a *Desert Strike* review this month.

We had verymuch hoped to bring you the review of EA's *Desert Strike* this month, but due to technical problems with the program, it didn't happen. The game is already available for the hand-held toys, but EA have found that it needs more refinement to make it acceptable to the Amiga community. Hopefully we'll see in time for the February issue.

Just for the record, *Desert Strike* is a 27-mission arcade extravaganza in an Apache helicopter. You're pitched against the army of a mad Arab tyrant, General Kilbaba whose similarity to a certain Sad Hussein of Baghdad hasn't gone unnoticed. Your missions include rescuing allied agents, destroying enemy installations and wiping out SCUD missile launchers.


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MicroProse Ltd. Unit 1 Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. UK. Tel 0666 504 326.

HISTORYLINE

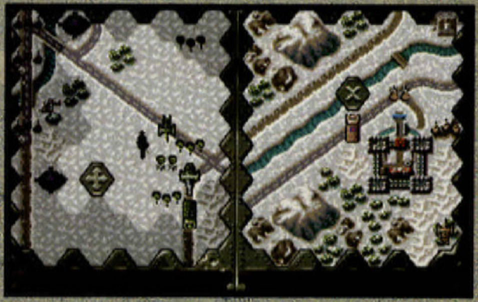
1914-1918

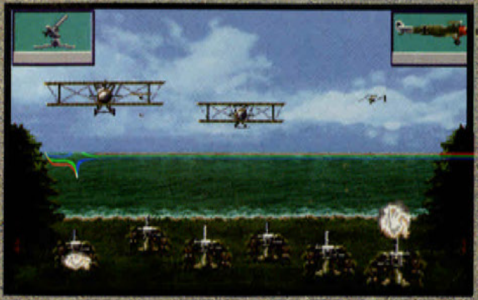




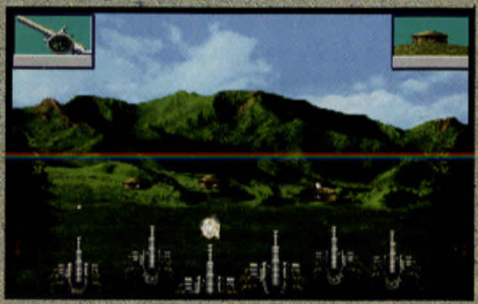
HISTORYLINE 1914-1918 is a strategy war game simulation set in the period of the first world war.
One or two players are able to take control of opposing forces. Choose to take the role of either the Allies or the German-Austro-Hungarian army. From your aerial view, witness the battle as you deploy and then the enemy counters.
Changing seasons, varying quality of terrain, strategically held locations, and well planned attacks by outmanoeuvring your opponent are all critical considerations to be met in order to achieve victory.
HISTORYLINE 1914-1918 contains a wealth of historical and technical information. This is not only illustrated beautifully on the screen during the course of the game, but is also available for your reference in the extensive and meticulously researched manual.
Making it easy to learn and to play, HISTORYLINE 1914-1918 is a must for everyone interested in an extremely high quality, massively challenging, addictive, and hugely accurate strategy war game simulation.
Hours of enjoyment - *Guaranteed.* You may even learn something!











Screen shots show MS-DOS VGA version. MS-DOS version supports Adlib, Soundblaster, and VGA 256 colour mode graphics. Amiga version supports accelerator boards and 64 colour mode graphics.

Designed and developed by the same team who created Battle Isle.
For further information please telephone 0727-868005

Blue Byte

Blue Byte / Play Byte
Aktienstraße 62
4330 Mülheim-Ruhr
Germany

In like flint



Elite have latched on to a theme that quite literally is as old as man himself. Plenty of platforms and cute-looking sprites. Nothing new here then.

Mirage aren't the only software publishing house about to go caveman-crazy this month (check out the *Humans* review that you'll find on Page 114), Elite have caught the Stone-Age fever too.

They're releasing *Joe and Mac Caveman Ninja* just in time for the Christma-shopping period, and they reckon it's almost identical to the original coin-op version of this Neanderthal platformer. According to the storyline, *Joe and Mac* must set forth to liberate their womenfolk who have been kidnapped by a tribe of invaders.

According to *Amiga Format*, it's a very well-presented, enjoyable, but not thoroughly wonderful version of an idea done to death. We'll bring you a full review as soon as we have a finished copy.

Walk tall



Post-apocalyptic mayhem as puny, fleshy-soft and squidgy humans do battle with powerful shiny hard and metallic machines in Psygnosis' new shoot-em-up.

Psygnosis have a game to watch out for, if you're a *Stars Wars* fan. Their latest creation is *Walker*, an arcade adventure which features a giant armoured robot rather like those in the Lucasfilm classic, or those ED209s in *Robocop*.

The game is set in several different time zones which hold key installations for you to destroy. You trundle around in your walker, controlling movement with the joystick and aiming the weapons with your mouse (which makes it an excellent two-player co-operation game). You get to tread on armies of soldiers, shoot down helicopters and planes, and take on artillery positions, mortars and sniper-fire, all in vivid technicolor. Look out for *Walker* in the next issue and play the demo on our February Coverdisk – it'll be a stormer...

They think it's all over...



Gremlin look like they could teach Graham Taylor a lesson or two.

Gremlin should just about have their new *Premier Manager* on the shelves in time for Christmas, but sadly we're unable to bring you a review, because it's still incomplete as we go to press.

Like most of the other football management games we've seen on the Amiga this year, it features plenty of wordy screens and difficult management decisions to make. It's basically a strategy game, so don't expect any arcade-style football action here, but if you've got four like-minded friends to play with you could try taking Bristol Rovers to the top of the Division, while they beat Barnsley and Derby County. Do that and it'll be a miracle.

Alternative finally Exterminate the Doctor



If you're a fan of Troughton, Pertwee et al, then this will be a 'must have' purchase.

Dr Who fans may or may not be pleased to know that their hero now features in a mid-priced platform game from Alternative Software. Available on the new Admiral label, *Dalek Attack* is a rather standard, multi-level platformer which puts you in charge of the famous sonic screwdriver.

It costs £16.99, which may please those looking for a cheap Christmas gift for a Dr Who fanatic. True to form, the game is as tacky as the TV original, and you hardened platform addicts may end up hiding behind the sofa in fear, all over again. However, for purists, there's the option to choose your Doctor and his assistant and call upon the services of K9, the robot dog.

CHEAPEST EVER 24-PIN PRINTER

Seikosha have dropped the price of their SL-90 model 24-pin dot-matrix printer to £199, making it the first machine of its kind ever to have a recommended price under £200. Its sister, the £235 SP2400, was judged 'the best budget 24-pin' by *Amiga Format* and the SL-90 has a very similar specification. It runs under Epson emulation and should prove a very popular purchase at the price.
Seikosha 0753 685873

ROCTEC INCREASE VIDEO RANGE

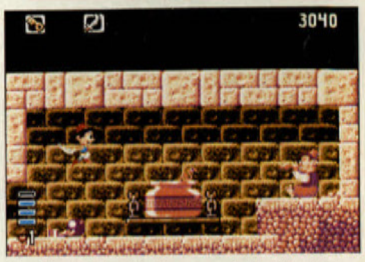
The makers of the fabulous RocKey video hardware (reviewed this issue on Page 210) have announced another video tool. Their PIP View device is designed to give a picture-in-picture display on monitors and TVs not normally equipped with this facility and it also includes a tuner, making it ideal for converting a monitor to a TV. It is expected to cost less than £150 when it's released.

CSA OFFER 68030 POWER AT BARGAIN PRICE

Established accelerator manufacturers CSA of America have finally announced the availability of the first in their revamped range of Amiga accelerators, and it looks set to be a beauty. Plugging in in place of the CPU on any 68000-equipped Amiga, the Derringer card gives 68030 performance, clocking the faster chip at 25MHz and including expansion capacity for a maths co-processor as well as up to 16Mb of RAM. The recommended price of a basic model with no co-processor is £299.95.
Omega Projects 0942 682203

THE ORIGINAL SIN?

Rather than join the ranks of platform games with hackneyed, unoriginal plots, Krisalis Software have gone for the real McCoy in their game for January called *Arabian Nights*. It's based on the age-old book of epic tales set in the era of the Caliph of Baghdad, and features things like Djinnis, tree-people and rock-men. It has the usual escape-and-rescue-the-girl plot in a 15-level platformer. The *Magic Pockets*-like *Arabian Nights* also features a shoot-em-up and has puzzle-solving areas.



***Arabian Nights* is the game full of Eastern Promise from Krisalis. Can it beat the appeal of Fry's offering though?**

This month's top 30

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1(1)	■	**Zool**	Gremlin Graphics	FG95%
2(9)	▲	**Putty**	System 3	FG95%
3(15)	▲	**Assassin**	Team 17	85%
4(2)	▼	**Lotus 3: The Ultimate Challenge**	Gremlin Graphics	76%
5(-)	New	**Pinball Fantasies**	21st Century	FG90%
6(3)	▼	**Sensible Soccer**	Renegade/Mindscape	FG91
7(-)	New	**Campaign**	Empire	79%
8(10)	▲	**Jimmy White's Whirlwind Snooker**	Virgin	FG91%
9(-)	New	**Sensible Soccer 92/93**	Renegade/Mindscape	80%
10(-)	New	**Humans**	Mirage	72%
11(8)	▼	**Lure of The Temptress**	Virgin/Revolution	FG92%
12(7)	▼	**Monkey Island 2**	US Gold	FG95%
13(5)	▼	**Civilization**	MicroProse	FG94%
14(12)	▼	**Fire and Ice**	Renegade/Mindscape	89%
15(6)	▼	**Graham Taylor's Soccer Challenge**	Krisalis	82%
16(11)	▼	**Formula One Grand Prix**	Microprose	FG92%
17(-)	New	**Legend of Kyrandia**	Virgin	87%
18(27)	▲	**Championship Manager**	Domark	41%
19(18)	▼	**John Madden American Football**	Electronic Arts	FG94%
20(4)	▼	**Shadow of the Beast 3**	Psygnosis	58%
21(14)	▼	**PGA Tour+**	Electronic Arts	Comp
22(19)	▼	**Striker**	Rage Software	FG93%
23(16)	▼	**Mini Office**	Europress Software	84%
24(-)	New	**Fireforce**	ICE	71%
25(-)	New	**Combat Classics**	Empire	Comp
26(26)	■	**Thunderhawk**	Core Design	FG90%
27(30)	▲	**A320 Airbus**	Thalion	78%
28(21)	▼	**Crazy Cars 3**	Titus	FG93%
29(23)	▼	**Eye of the Beholder 2**	US Gold	FG91%
30(-)	New	**Dungeon Master/Chaos Strikes Back**	Psygnosis	Comp

Pool upgraded already!



***Pool* has only just been released because it has undergone some critical enhancements.**

Why has *Archer MacLean's Pool* only just hit the streets? After reading criticisms in our review in *Amiga Format* Issue 40 (89%), Archer delayed the game for one month to add in some extra features.

To help make the game "Smoother and more well-rounded," Archer has added several extra features, such as an on-screen help facility, better tactics from the 20 opponents, and intelligent cue placing.

Also now included in the final, final version are an animated title screen, a tournament winner's screen and more of those cute animations that made *Whirlwind Snooker* fun to watch as well as play, all of which should make it quite a prospect. New, improved *Pool* is available now, priced £25.99.

Psygnosis make ketchup





Plenty of sauce this game, and not even a bottle of Daddies in sight – Psygnosis' squishy-looking tomato game. Can it bring them the success *Lemmings* brought them though?

Still proving they can come up with original ideas for games (you need proof? Go play *Lemmings*...), Psygnosis are just completing *Bill's Tomato Game*. With a plot that reads like the ramblings of a six-year-old, you take control of a bouncing tomato in his struggle to rescue his true-love. You have to bounce your way up a vine to reach the squirrel who has kidnapped her, in order to do that, you need to make the vine grow branches. You do this by bouncing into sub-levels, where you bounce around with things like trampolines, fans and jack-in-the-boxes.

There's a lot of bouncing, and plenty of puzzles and leaping problems to contend with. *Tomatoes* is bizarre, that's for ceratin, but it's also addictive and playable, as Dr Dyson (*Amiga Format*'s resident Art Ed) found when the demo arrived. We couldn't shift him off Neil's machine for ages! Watch out for this one too, next month.

Harrier grounded?

Another Christmas hopeful which we didn't get to see was *AV8B Harrier Assault*, Domark's tribute to Britain's VTOL wonder-plane. Promising shaded views and intense gameplay, we're still waiting to see the final roll-out from the software house. It's expected next month, but you may be lucky enough to see it on the shelves before then. Remember - wait for the *AF* review!

Faldo in the rough



Another great British champ, let's hope he gets better licensed treatment than *Mansell*.

Grandslam is yet another software house that has found itself a little bit late for the Christmas reviews list, thanks to a few last-minute tweaks they have had to do to *Nick Faldo's Championship Golf*.

We had hoped to bring you a full review, but sadly, it's just not quite finished in time for our Christmas deadline. We can tell you though, that it's looking surprisingly good, and seems to be living up to its ambition of being as fast as *PGA Tour*, with the detail of *Links*. *Faldo's Championship* features a special coaching mode where the great man himself teaches you the best way to get out of bunkers and cope with things like wind and other embarrasing handicaps. Let's hope they've got the game simulated to a T and have included the 19th hole.


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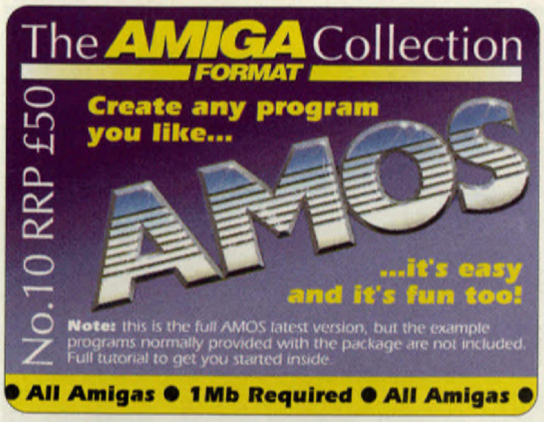
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The Amiga is the world's most versatile home computer – no question. Whichever model you've got, be it the good old A500 or 2000, or even a shiny new A600 or 1200, it offers a wealth of exciting opportunities. Play amazing games, paint fabulous pictures, make beautiful music, run a business – just some of the many possibilities when you enter the wide world of Amiga computing.



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Introducing AMOS, the best way to program your Amiga. But now we've given you the program, what do you do with it? Well, here's your quick-start guide to the full AMOS program, plus instructions for creating a demo program to get you started!

Have yourself an AMOS little Christmas

PROGRAMMING IN AMOS is very easy. Keep that thought in your mind and all will be well. AMOS is based on the Basic programming language, which is a programming language designed especially for beginners, and it's meant to be particularly easy to learn and use from day one. It really is simple!

To introduce you to the language in easy stages, we'll be taking you through the AMOS language, looking at how it's various features enable you to produce professional-looking programs. To kick off this month we have a demo: not just a demo of AMOS, but the complete details of how to create *your own* demo, much like those you see in the Public Domain.

BASIC PRINCIPLES

Most people have their fancy tickled at some stage or another by the idea of creating their own programs, but it can be very frustrating to discover how hard it is to create something of the quality professionals achieve. Fear no more! You now have the most powerful programming language on the Amiga, capable – with time and effort – of producing seriously good results.

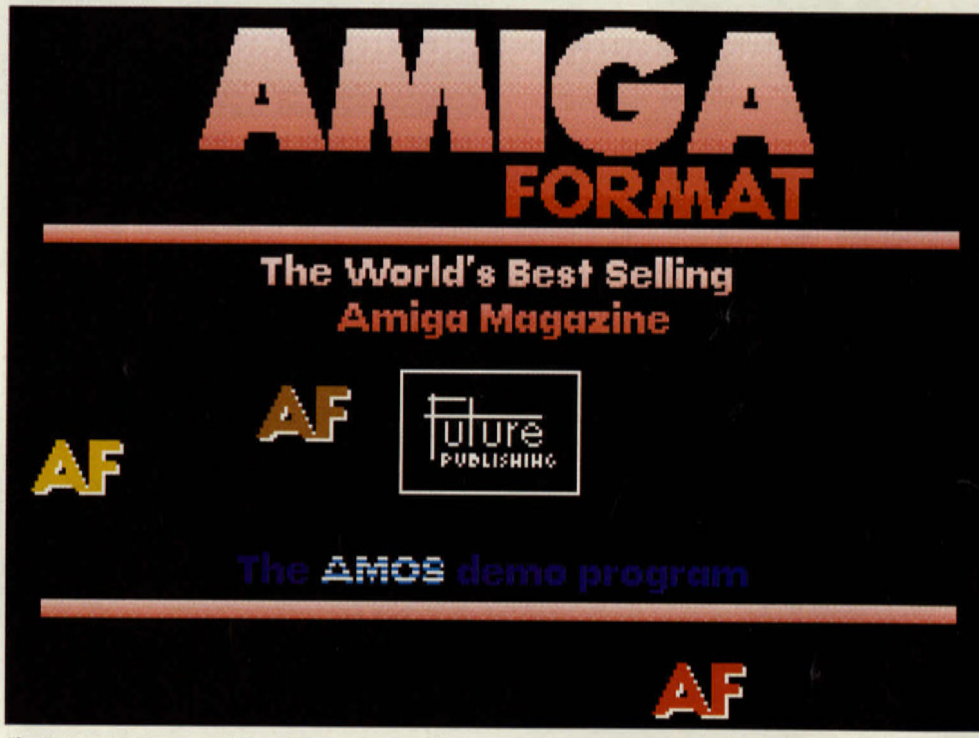
AMOS is designed to be easy to use, so it's based on the favourite beginner's programming language, Basic. But it's also designed to be much more powerful than a normal Basic, because it comes with ready-made routines that harness the power of the Amiga hardware for you, enabling you to do things which normally only an expert could do.

You can load sounds and graphics and have them ready at all times using simple Basic commands. From this raw material you can make games, utilities and applications. If you buy the AMOS Compiler extension later, you will also be able to translate your programs into stand-alone machine code versions, all ready for placing in the Public Domain or selling.

Much like all programming languages, AMOS does take a while to learn. You will get to know it a little bit at a time. Don't try to run before you can walk!

You'll start by learning a few commands that you need all the time, and add new ones as you go along. Once you have a few commands down, you will be able to go off on your own. Then you need to get a grip on *syntax*, which is grammar for computers – getting the words in the right order.

In computer languages, it's very important that the commands or keywords must be used in the right order (and the right place) to work. But the most important thing to know about it is that learning *AMOS* should be fun.



The *Amiga Format* Demo in full swing. To actually get it up and running you'll need a freshly formatted disk called Empty (as they usually are). The program for this demo is very small indeed – it's the graphics and sound that hog memory.

HOW IT WORKS

The whole point about AMOS is that it is what we call an Extended Basic. That is to say it's just like a normal Basic except that it's been optimised in certain ways, tuned up to work faster and do far more.

For a start, sounds and graphics are stored in special memory banks inside your Amiga. These are areas of memory which AMOS allocates to store such things, and calls up the sounds and pictures when they are actually needed. This is a lot faster than loading graphics or sounds from disk, so the main reason for doing this is speed. (The ***Amiga Format*** demo loads the pictures and sounds from disk, but that's simply so you can see what is happening.)

Once you've loaded a screen into memory, for example, you can flip it up onto the screen in less than a second, rather than about three seconds from disk. Sounds can be stored in memory too, like music and sound effects. And the beauty of it is that the sounds and graphics you load into the memory banks are saved to disk with your program, so when you load and run a program you're getting more than just the text that makes up the program.

AMOS uses very fast 'optimised' commands. What optimised means is that the command has been written so as to be as fast as possible. This means that even a simple program runs much faster than a program in a normal Basic. Additionally, AMOS has another sub language which can be used inside AMOS programs, which goes by the name of AMAL.

AMAL stands for AMOS Animation Language and is a special set of animation and movement routines which are automatically compiled before running and also operate simultaneously on a number of 'channels'. Because AMAL can take over the animation and movement of items on the screen (as in a game, for example, where the sprites must all move at once) the rest of the AMOS commands can be saved for slower processes in the program: loading files, turning

Continued overleaf

USING YOUR AMOS COVERDISK

processes on and off, anything which doesn't require speed. As you get better at using AMOS you'll learn how to program things without AMAL, but as a fast short-cut to getting a good result, it's invaluable.

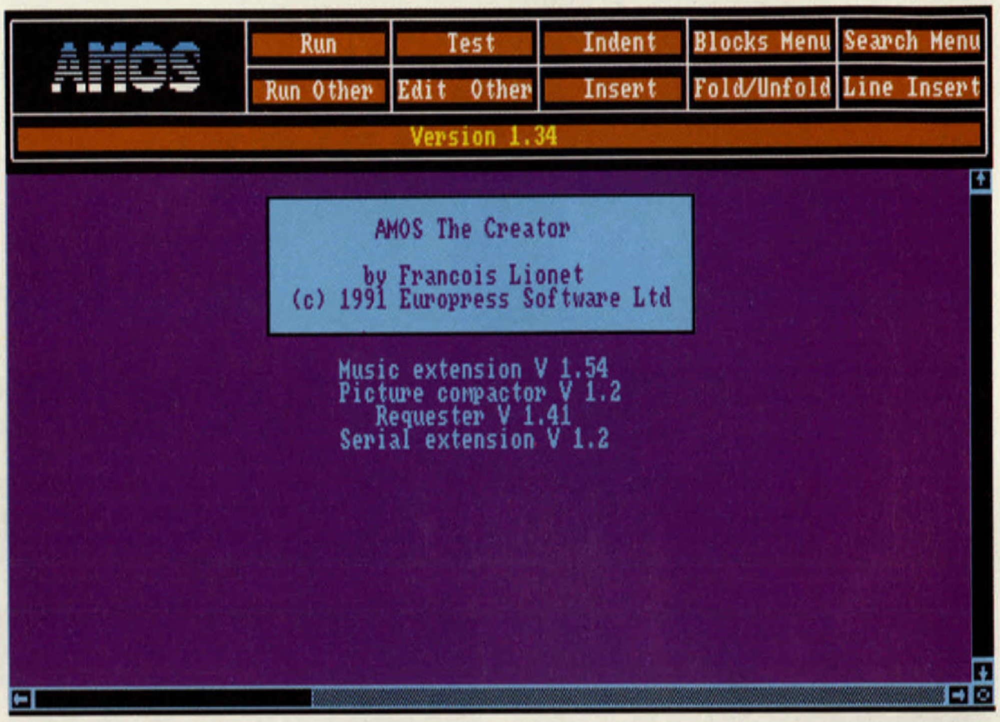
THE AMOS EDITOR

When you first start the program you are presented with the editor screen. The main editor screen has rows of menu buttons along the top of the screen. Press the right mouse button and the titles of these menu buttons change to a new set. These two sets of menus are your main AMOS editor commands. Check out the box below ('Editor Commands') to see how you can use these menus to edit and save your AMOS programs.

The mouse is used in the AMOS editor the same way as you would in a word processor. The left mouse button is used for clicking on menus and placing the cursor in the text on the editor, plus it is used for selecting items in file requesters. If you click the right mouse button in an AMOS requester, you get a list of current devices: like DF0: FH2: RAM: etc. So you bring up the drive and device selections by pressing the right button, and navigate your way through the directories to the file you want and load it by double clicking on it, or selecting it and pressing the OK button. (Once you've selected your disk and directory, you can click on the SetDir button, and this directory will pop up every time.)

The second way of using the right button is for selecting text in the program. In a normal word processor or text editor, you can use the left mouse button to put a highlight over the text you want to mark, and cut, paste and copy it to the current file.

You can try it yourself. Load a program, then put the pointer on the first character of the listing. Press the right button and move the mouse down. The text is highlighted as you move. Release the button and the highlight stays in place. Now you can cut and paste this selection, using options from the Blocks Menu (Page 29), or even save it off as ASCII text using the Blocks Menu's ASCII Save option.



The main AMOS editor screen. The text welcomes you to the program and shows you what extensions you have loaded.

DIRECT MODE

As well as the editor, there's a another screen for what we call Direct Mode, which is accessed by pressing the Esc key from the Editor. (The two screens toggle back and forth if you keep pressing the button.)

In AMOS Direct Mode commands are tapped into a sort of modified Command Line Interface. The screen is a narrow band at the bottom of the screen, which overlays the working screen. You can list the contents of disks, load screens, and even load and save .abk

EDITOR COMMANDS

The Editor menus are activated by nifty manipulation of the mouse buttons. The other set of commands (described under The System Menu, in the panel to the right) is activated by either the right mouse button or the left Shift key, so you need to use combinations of the two to get to all the commands. (Further extra commands are available using the Alt and Ctrl keys, as you'll find out in a moment, but the main ones you'll be using are from the mouse buttons.)

Click on one of the menu selections and the command is activated. Press and hold the right button, and click on the same menu with the left button, and the new command will be activated – it's revealed by pressing the right button. For example, clicking on the RUN button on the top left will run a program, but holding down the right button and clicking on the same menu selection with the left mouse button will LOAD an AMOS program.. Here's what all the commands do.

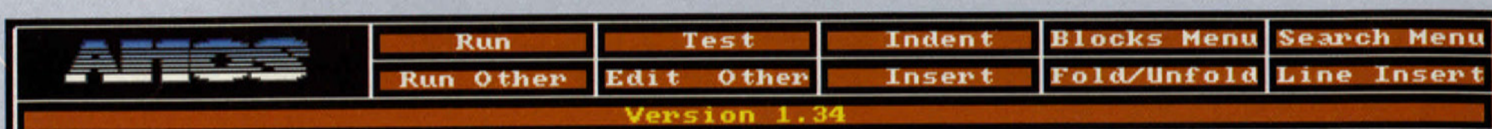
RUN
This runs the current program. By way of a keyboard short-cut you can also press F1 to achieve the same result. The program is first tested for any syntax errors and then it is run – until an error occurs, that is.

TEST
This command tests the program without running it. If you have written any obvious syntax errors into your program, these can be weeded out here. These will generally include any unintentional mistakes like using an AMOS keyword as a variable name, like A$=Load. If a variable is correctly named, it will appear in capitals, but if you've used a keyword by mistake, it will start with a capital letter and the rest of the word will be lower case.

INDENT
Neatens up your programs by indenting all the lines (like the lines within a loop) which stand out more if they are indented. Indenting the listing doesn't actually affect the way it works, just the way it looks.

BLOCKS MENU
This takes you into the Blocks menu, replacing all the main menu command buttons with new commands for marking, cutting and pasting sections of your programs. You can also get to this menu by pressing the Ctrl key.

SEARCH MENU
This takes you to the Search menu, where you can do search/replace type commands to your program, as you would with a word processor. You can also get to this menu by pressing and holding the Alt key.



RUN OTHER
This runs an accessory program, or another AMOS program in memory. You can run as many AMOS programs as you have room for in your Amiga's memory.

EDIT OTHER
Switches to edit a program you've previously loaded using the Load Other command. The current program is put into memory and must be named if not already saved.

INSERT
Inserts any text (any bits of written program) you have cut or copied from somewhere else at the current cursor position.

FOLD/UNFOLD
Procedures (or Procs, special subroutines in the AMOS language) can be 'folded' so that they take up less space.

LINE INSERT
This inserts an extra blank line in your program, but you can also do this with the Return key.



Direct Mode in AMOS 1.34 allows the direct input of AMOS commands so you can see the result right away on the screen underneath. Pressing the up and down cursor keys moves the Direct Mode window up and down.

files into memory banks. (More about what .abk files are follows shortly!)

Direct Mode commands are used by typing them in but you also have some set up on your function keys. Use them by pressing one of the Amiga keys and a function key. For example, pressing left Amiga and F1 gives you the List Bank command, giving you a nice little listing of the banks and what they are full of. Press F1 and the right Amiga button, however, and you get the Screen Close function. All commands set up on the function keys are shown if you press the Help key.

MEMORY BANKS

.ABK Files are a special memory bank format used by AMOS, and if you have a file on disk ending with .abk, like the ones in our demo, then it's destined for an AMOS memory bank. To load them in direct mode you simply type:

```
Load "<filename>.abk"
```

where the <filename> part is replaced by the name of the file, and the file will hop into the correct memory bank, depending on what type the .abk file is. It finds its own way: you don't have to tell it where to go.

So a memory bank is where AMOS stores all its sprite, screen and sound information. You can even use a memory bank as a temporary workspace to store information until you need it. Loading a file in Direct Mode is the way you would incorporate a bank within a program. Once in the memory bank the files are saved invisibly with the program, and will be there any time you load the program. There are 15 memory banks, and they're arranged like so…

1 Sprites
2 Icons
3 Music
4 AMAL
5 Data
6 Data
7 Data
8 Data
9 Data
10 Data
11 Data
12 Data
13 Data
14 Data
15 Data

The first four banks are always allocated in a set way: number 1 for moving screen objects (sprites or bobs), number 2 for blocks of graphic data for backgrounds (called 'icons' in AMOS, confusingly enough), number 3 for music (.abk versions of tracker files or real tracker files) and number 4 for AMAL files.

All the other banks can be used for samples, compressed screens, or any other type of data you want to store in your AMOS program. When you save the AMOS file, all these banks of data are saved with it. You can, of course, also save the banks on their own as .abk files, if you want to use the same files for other programs. You do this in direct mode using the format:

```
Save "<filename>.abk",x
```

where <filename> is replaced by the filename, and x is the bank you want to save to disk.

GRAPHICS

Sometimes you will run an AMOS program and you'll get a screen of graphics which you can't find as a file on the disk. The reason is that these graphics are compressed or "packed" into a memory bank, taking up less room and being accessible instantly rather than loading from disk.

To compress screens you use the Spack (abbreviation of Screen Pack) command, and what it does is compress IFF screens (or portions of screens) into banks of memory. Once in a bank of memory, the screens are saved with the program and can be unpacked onto the screen with the Unpack command. Or in fact saved to disk, as in our example program.

To get the screens into a memory bank you need to write a small AMOS program to pack the screens into a bank, like so:

```
F$=Fsel$("*","","Load a picture")
Load Iff F$,0
Spack 0 To 6
Print "Done it!"
Wait Key
Screen Close 0
Unpack 6 To 0
```

Now if you go to Direct Mode and type Listbank you will get a listing of the current graphics bank. Don't worry about what all this means for the time being, just

Continued overleaf

THE SYSTEM MENU

If you hold down the right-hand mouse button – or, as we've said already but in a somewhat confusing fashion, hold down the left-hand Shift key – a different set of option pops up on the menu bar. Like the original set, these are activated by clicking on them with the left mouse button – so you either have to hold down the right button and click with the left button, or hold down the Shift key and click with the left mouse button.

The commands that are available from this set of buttons are mainly to do with editing and file functions, and are very similar to those on a word processor. You have commands to load and save files, just as you do in most programs, and also a 'Save as' option which means you can save the current program under a new name. The Merge options are both ways of incorporating code from other sources into your programs, while the others deal with accessory programs.

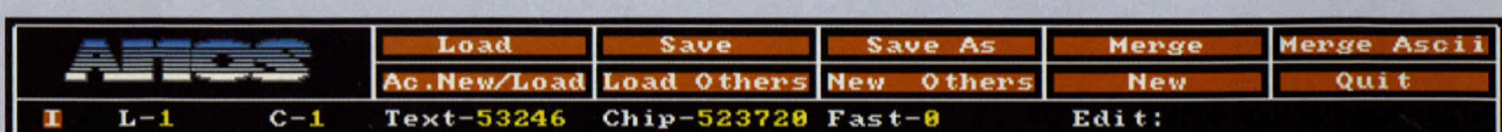
LOAD
This brings up a requester for the loading of programs into memory to get them lined up and ready for running.

SAVE
This brings up the requester for saving your program from memory onto disk. Always save work frequently!

SAVE AS
Again saves the program that is in memory to disk, but lets you save it under a different name.

MERGE
This adds a program on disk into the current listing on screen at the point you have placed the cursor. This is for joining together separate Procedures, or perhaps sections of other programs, or even welding together whole programs.

MERGE ASCII
You can load ASCII files, usually programs from other forms of Basic or AMOS programs saved as ASCII files, for conversion to AMOS. If you've obtained an AMOS program from a BBS, or a listing from a magazine, you can load it this way.



AC.NEW/LOAD
This clears the space (frees up the memory) for accessory programs and brings up a requester that enables you to load a new one from the disk.

LOAD OTHERS
You can load a specific accessory program from disk if you click on this option. The program that you want to load can be selected with the help of the usual requester.

NEW OTHERS
This enables you to erase one or all of the accessory programs that you have previously loaded and thereby free up memory for other things.

NEW
Clears the memory completely of all programs so that you can start afresh. It also clears any memory banks you have loaded, so do be careful when there's any graphics and so on loaded in memory that you might want to re-use.

QUIT
Quits out of AMOS and send you back to the Workbench.


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type it in and save it. To save a bank just go to direct mode and type:

```
Save "<picture name>.abk",6
```

Where <picture name> is the name of your screen, and 6 is the bank where the picture was stored.

Why should you use Spack and Unpack? Well, one of the most memory intensive bits of code you can include in your programs is a graphics screen, and although you can read and write IFF style graphics (using the Load Iff command) you can fit more in if you use compressed AMOS graphics. That way you can approach the kind of graphics quality in commercially produced software, as the only way they can fit a huge game and graphics into memory is to crunch the graphics down a lot.

THE CONFIG PROGRAM

To set up the basic configuration of your AMOS system, you must load and run the CONFIG.AMOS program on your disk. This tells you what extensions (see Page 40 for details) you have loaded and generally sets the system up.

This is better described in the manual for any extension you might buy, but for now we'll just say that to run the configuration program, load it into AMOS and click on Run. You'll be prompted as to what you have to do.

You don't *have* to re-configure your AMOS before you run it, but we mention it just so you know that the config program is there and what it's for.

PROGRAMMING IN AMOS

When creating a program from scratch a structured approach is good, where you work everything out beforehand, but some people just dive in and pull out the bugs later. Obviously it's better to take a more structured approach, as you know where everything is and where something might be going wrong.

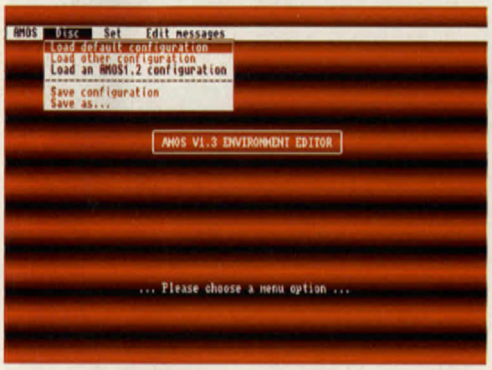
You can write the program in one chunk, with lines of code calling other lines of code back and forth, and this is what's called the **linear** method.

The other major way of doing it is by using sub-programs and Procs, where you have a main program that drives all the other parts of the program which can be added and subtracted without harming the structure. This is called the **modular** method.

PROCEDURES

Procs are one of the things which make programming in Basic fun. C programmers like Procs, but that

Continued overleaf



The Config program is for configuring your AMOS editor, altering various settings and bolting on any new extensions to the language such as AMOS 3D or AMOS Compiler (see 'AMOS Expansion' on Page 40 for more details).



You can even configure the palette of the editor to be any colours you want. You may have to have a few goes at the program before you can get the right colours in the right place, however.



In the Config Editor you can even alter the actual system messages that AMOS returns when you do something wrong, to suit your own preferences. Don't alter them until you know what they mean, though!

THE BLOCKS MENU

This set of command options is reached simply by clicking with the left mouse button on the 'Blocks Menu' option from the first menu screen. No complications there for a change, eh? But do remember, you can also bring up this menu screen by holding down the Ctrl key on the keyboard, which is easier when you're used to it. The options in the Blocks Menu are all to do with marking, selecting, cutting and pasting sections – which are known as blocks – of your listing. Remember that you can also select (highlight) blocks of text by dragging the cursor over the text with the right-hand mouse button held down, in the editor.

The various menu options enable you to cut and paste marked blocks of text and you can also copy blocks and paste them down, which is useful if you're using a lot of similar Procs, for example, with only slight variations. Essentially you are simply saving yourself a lot of typing.

Note that there is one vital command that you can't do from any of the menu buttons on this screen, and that's select (highlight) all your code. Do this by holding down the Ctrl key and pressing A. With everything selected, you can easily save it as ASCII or print it out using other commands.

BLOCK START
Marks the beginning of the block where the cursor is. You can mark blocks using the right mouse button.

BLOCK CUT
Once you've marked a block you can cut it out by making use of this command.

BLOCK MOVE
This moves the block that you have currently marked to the position where the cursor now is.

BLOCK HIDE
This clears the block marks, in case you've highlighted the wrong bit and want to start again.

SAVE ASCII
This is the way you generate ASCII code from your AMOS programs. AMOS code is not readable by anything else but AMOS, but if you wanted to save off an AMOS program as text (for printing out or loading into a DTP program), you highlight the code you want to save and save it as text using this command.



BLOCK END
This sets a mark that denotes the end of the block at the cursor.

BLOCK PASTE
Once you've cut a block it sits there in the buffer until you want to paste the code in the block somewhere else in the program.

BLOCK STORE
This is what you'd call Copy in any other program. The block you've marked is copied into memory and can be pasted in the current program using the Paste Block command.

BLOCK SAVE
This saves off the marked section of code onto disk, so you can borrow bits of code from your other programs and merge them.

BLOCK PRINT
This prints the currently selected block out to your printer, which is handy.

USING YOUR AMOS COVERDISK

doesn't mean you have to. However using Procs is easy. Imagine a Proc as a sort of macro command you've added to AMOS which does something you would like a programming command to do.

Before you can use a Proc, you have to define it. This can be done anywhere in the program, using the

```
Procedure <name>
```

syntax. This could be placed at the beginning or the end of the program code, but it doesn't matter because AMOS can find a Proc definition anywhere in a listing as long as it's there. If it's not there AMOS will tell you it can't find it.

After the Proc is defined, it can be called, and you do this either with

```
Proc <name>
```

or just the name of the Proc. The principle works like this short program:

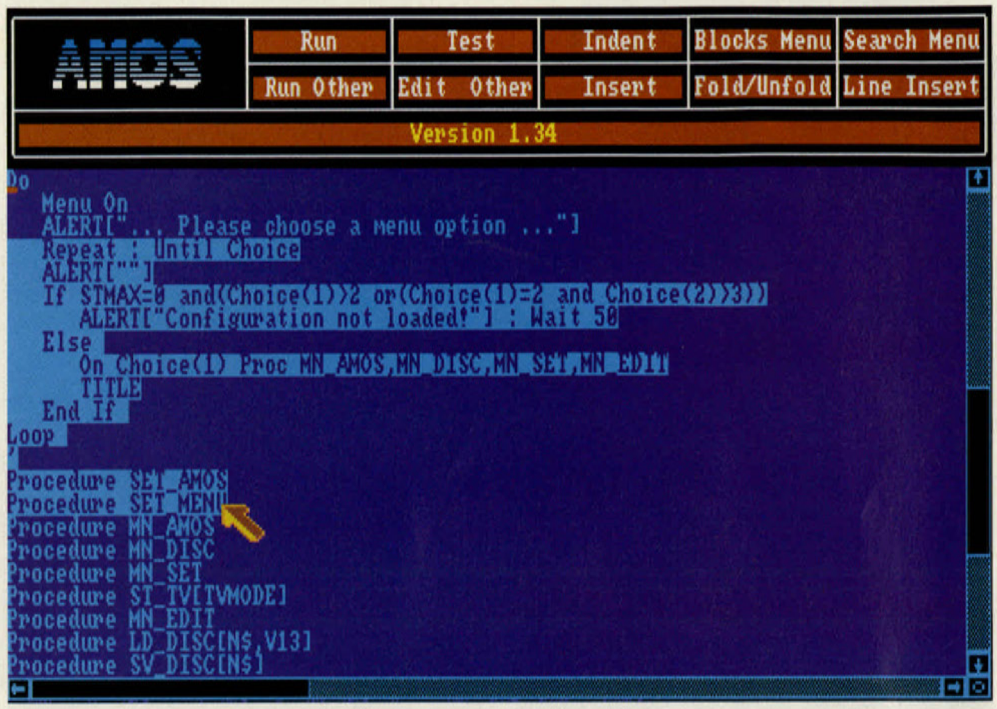
```
Proc _AFORMAT
'
Procedure _AFORMAT
Print "Amiga Format is really gear!"
End Proc
```

Note: the single quote mark (' symbol) is a short form of the Rem (Remark) command, an AMOS way of making a gap in a program. Rem commands are really useful in programming: they are not executed and are used to put comments in the text, to explain to yourself later on what you are doing with your code at a particular point. Any line that starts with a single quote won't be executed. Note over!

This is a really simple idea, but it shows that every time you use the Proc's title, in this case _AFORMAT, in a program, the Proc will run and whatever commands it contains will be executed. Most of the time you'll use the name of the Proc without typing the Proc part of the call. The routine in the Proc can be more than a single command. It's usually a whole routine to move a sprite or print some text, or load and play a piece of music. In a modular program you have a Proc for each bit of the program and then call it from a main loop. A modular program structure might be like this:

```
MAIN:
_DOIT
_MOVIT
```

Continued overleaf



To highlight text in the programs use the right mouse button and move it over the text.

THE SEARCH MENU

Once again, this set of options is accessed from the first set. Click on the Search Menu option to get to these menus. Again, there is also a keyboard short-cut to save clicking on the menu option: this time, you hold down the Alt key to make the alternative menu options appear.

This set of options is for finding and, if necessary, automatically replacing any bits of code in your program. The simplest is the Find command, which jumps to whatever piece of text you want it to find.

The Replace option does the same, finding a string of text, but it also asks you at the outset what you want to put in instead of what's there already. You can skip a change if you want and move on to the next occurrence of whatever it is you are trying to find.

Other options also help you with various aspects of the organisation and layout of the words in your listing, from being able to set how much of an indent your tabs give you to setting the size of the text buffer.

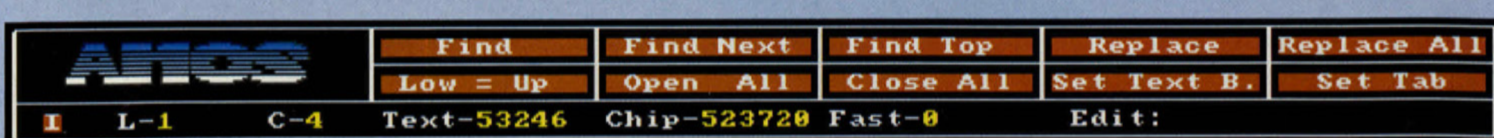
FIND
This searches from the cursor position down your file for a certain word.

FIND NEXT
This repeats the Find command using the same word you typed in before using Find.

FIND TOP
Exactly the same as Find, but this time it starts from the top of your file.

REPLACE
This works in concert with Find to replace the found word with the correct word, of your choosing. You are prompted as to if you want to replace the word or not.

REPLACE ALL
Same as Replace, except it just changes all of the words you found without asking. (Handle with care.)



LOW<>UP
This button changes the "case sensitivity" of your word search. Leave it like it is and it will treat upper case letters different from lower case ones. So the program knows the difference between "Load" and "load". If you click on this it toggles to say Low=Up, which means that all cases are treated equal.

OPEN ALL
If you have folded the PROCS in your program, this will open them all up again.

CLOSE ALL
Same as above but this time all the PROCS in your program are closed all at once, making the listings shorter and also saving on memory.

SET TEXT B.
Stands for SET TEXT BUFFER, and this means you can alter the amount of room you have in the editor for your programs. This is preset for you in the Config program, but being able to change it is handy if you need to expand the amount of space you need for any reason.

SET TAB
This simply allows you to set the amount of spaces that the TAB key will move the cursor on your indents.

Scalable type fonts.

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So there's really nothing to stop your imagination running totally wild.

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Still, what better excuse could there be for splashing out.

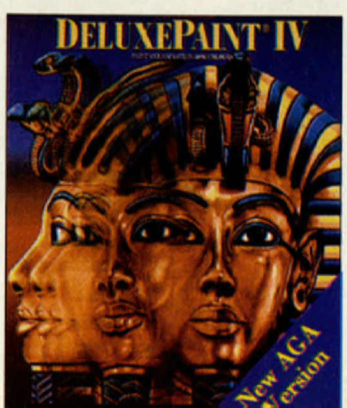
Available mid-December 1992.
£99.99

Deluxe IV AGA supports only Amiga Dos versions of 2.04 and upward, Amiga 1200 and 4000.









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To upgrade from previous versions of DeluxePaint, contact Electronic Arts at 0753 549442 and ask for DeluxePaint IV upgrade information.

USING YOUR AMOS COVERDISK

```
_SHOOTIT
_ENDIT
Goto MAIN
Procedure _DOIT
Procedure _MOVIT
Procedure _SHOOTIT
Procedure _ENDIT
```

As long as the Proc defs are in the program somewhere, the Procs will work. The Proc names all have an underscore (_) character in front of them, and this is a good habit to get into as this means you can call PROCs anything you like. The reason is that if the word was used on its own it might be a Basic keyword like Input, Read, Data, Proc, At, For, Next etc. If AMOS comes across a jumble of letters with a keyword in the middle it will try and make sense out of it. Keep to the habit of putting the underscore in and you won't go wrong.

Another handy thing about Procs is you can 'fold' them up into one single line to make your listings more readable. Folding is done using the Fold/Unfold command in the AMOS Command Menu. When you activate this command it toggles the folding on and off for the procedure at the point where you've inserted your cursor.

Toggling means you press it once and it folds the Proc, press again and it unfolds it. When you've folded the Proc, there is only a single line left, so it looks like the examples in the previous listing.

DISK BITS

When you develop a program you often use a different disk from the final disk, and then have to alter the program to run from df0: or something. If the program can't find any of the .abk files it needs, the program won't work and it sometimes takes ages to weed out all the problem lines. To prevent this, always get into the habit of working from a disk with the same name as the finished program disk, and put a:

```
Dir$="DiskName:"
```

at the start of each program. This automatically changes directory to the disk in question and means that all disk calls will go to this disk, and if the disk isn't in a drive it will be asked for by name.

LET'S LOOP TOGETHER

AMOS has looping structures which enable you to do repetitive tasks, either over and over until doomsday, or simply over and over until certain conditions are true. The looping structures in question are Repeat Until, While Wend, and Do Loop

The first two types are similar, but the difference between While Wend and Repeat Until is that While Wend repeats a section of code while (for as long as) a condition remains true. For example:

```
X=0
While X<10
Inc X
Print X
Wend
Print "Done it!"
```

so while x is less than 10, the program runs. When the number x reaches 10 or over, then the loop is terminated and the next line of code is run, in this case "Done it!" is printed to the screen.

Repeat Until is the exact reverse of this, as this function waits until the condition is true before it stops, like so:

```
X=0
Repeat
Inc X
Print X
Until X>10
```

So until x is greater than 10 the thing keeps going round. Inc X increments the variable X by 1 each time the program goes around.

There are other ways of getting loops, and some are "unconditional", which means they don't test for any conditions, they just keep going round and round until we all die of old age.

Do Loop is one of these, like a sort of close loop form of Goto. *(What? – Ed.)* Do Loop is used if you want a part of the program to go around and around forever. If you want to leave a Do Loop, apart from using Control C to break out of the program, you can insert an Exit command, like so:

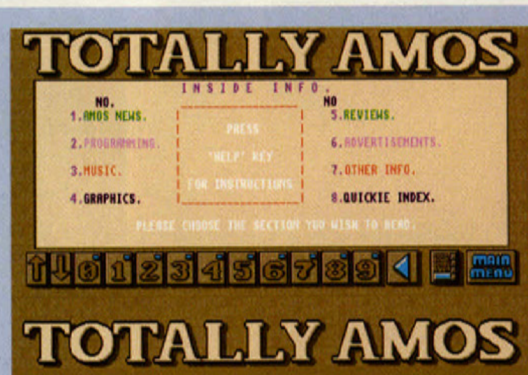
```
X=0
Do
Inc X
Print X
If Mouse Key=1 Then Exit
Loop
```

This pops out of the loop if you hold down a mouse button. Do Loop is a tad crude, but it has its uses. Exit can also be made to test something itself, if you use Exit If. To test a condition of a variable using Exit If you do it as follows:

Continued overleaf



Pressing the help key in Editor mode brings up the AMOS help system, in this case a note of where you can get technical help about AMOS. You can set up your own help system for your programs using the same system.



The *Totally AMOS* disk magazine is the only mag on a disk for AMOS users. It contains AMOS programs, graphics and music for you to use in your own programs. If you want more information about the mag write to: *Totally AMOS*, 1 Penmynydd Road, Penlan, Swansea, West Glamorgan, SA5 7EH.

KEYBOARD SHORT-CUTS

Make an effort to learn all the keyboard short-cuts for the various menu items. Here's a list of all the keyboard short cuts in AMOS.

Main Menu

Run	F1
Test	F2
Indent	F3
Blocks Menu	F4 (or CTRL key)
Search Menu	F5 (or ALT key)
Run Other	F6
Edit Other	F7
Overwrite	F8
Fold/Unfold	F9
Line Insert	F10 (or CTRL-I)

To stop a program that is running, you press Ctrl-C

System Menu

Load	Shift-F1
Save	Shift-F2
Save As	Shift-F3
Merge	Shift-F4
Merge ASCII	Shift-F5
Ac.New/Load	Shift-F6
Load Others	Shift-F7
New Others	Shift-F8
New	Shift-F9
Quit	Shift-F10

Blocks Menu

Block Start	CTRL-B (or CTRL-F1)
Block End	CTRL-E (or CTRL-F6)
Block Cut	CTRL-C (or CTRL-F2)
Block Paste	CTRL-P (or CTRL-F7)
Block Move	CTRL-M (or CTRL-F3)
Block Store	CTRL-S (or CTRL-F8)
Block Hide	CTRL-H (or CTRL-F4)
Block Save	CTRL-F9
Save ASCII	CTRL-F5
Block Print	CTRL-F10

To select all, press CTRL-A

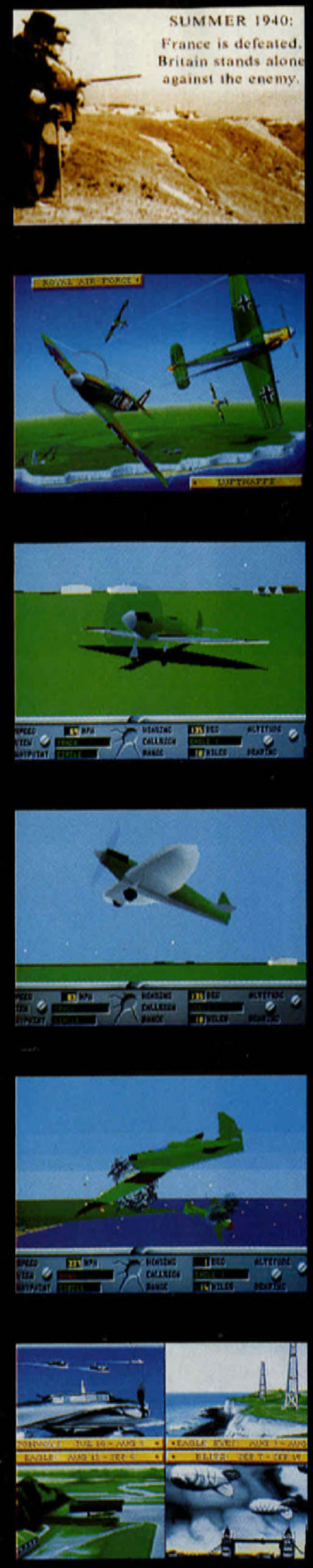
Search Menu

Find	CTRL-F (or Alt-F1)
Find Next	CTRL-N (or Alt-F2)
Find Top	Alt-F3
Replace	CTRL-R (or Alt-F4)
Replace All	Alt-F5
Low<>Up	Alt-F6
Open All	Alt-F7
Close All	Alt-F8
Set Text B	Alt-F9
Set Tab	CTRL-TAB (or Alt-F10)


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USING YOUR AMOS COVERDISK

```
X=0
Do
Inc X
Print X
Exit If X>10
Loop
```

These are simple examples, and most of your control structures will be bigger and more complicated than this, but it gives you an idea of the reasons why you should or shouldn't use a certain command.

VARIABLE TYPES

Some would say we at *AF* are pretty variable types, but that's not what this is about. Variables are what computer programs use to stand in for numbers and information that can be changed. In our examples just now we used X to stand for a figure that was being incremented. We used the Print X command to print whatever actual number was held in that variable. There are all types of variables and which type you use depends on what you want to do with them.

You'll need to know about the various types of variables. There are a number of different types of variables and these fall into two ready categories, alphanumeric and numeric. Alphanumeric are always given a $ sign to denote the fact that they contain words or letters, or 'strings' as they are called in the trade. Ordinary numeric variables are simply letters or numbers. So:

```
A$="Big Bottom"
```

is a alphanumeric variable, and:

```
Z=3
```

is numeric. The variable names can be more meaningful, but be careful you don't give a variable name which is also a reserved command name in AMOS, like ADD, COLOUR or MENU. AMOS is fairly clever about this sort of thing, and will tell you that you've made a mistake. One way around this is to say the word and write it phonetically, like MUSIK instead of Music or FWEE for Free. Another method is to use the underscore character like we did for PROCs.

Other types of variable are to denote different kinds of variables within those groups. Integers are variables with nothing attached, like Z in the example we gave a second ago. Integers are whole numbers without any fractions, like 3 or 4, but not 3.142. Anything with a decimal point in it is a floating point number and you call these "real numbers". Integer maths works faster than floating point, but floating point is more accurate. To show that a number is a floating point number, you must finish it with a sharp symbol, or #. Like so:

```
P#=3.1245
NUMBER#=45.62
```

This is a type of notation used with few other Basics, so it's worth bearing this in mind if you intend typing in programs written in another sort of Basic.

The only other types of notation you have to know are for binary and hexadecimal numbers, which are not variables as such but they are used when assigning numbers (constants) to variables. These types of numbers are written thus:

```
Binary  %11111111
Hex     $FF
Decimal 255
```

to mark them from normal types of numbers.

SHARED AND GLOBAL VARIABLES

The main difference between these types of variables and the normal type we've just talked about (called local variables) is that a local variable (and variables in Procs are local by default) is independent of the rest of the program, and only comes into force when the program is running inside the Proc itself. So inside the Proc A might be equal to 10, but outside the Proc it equals nothing.

A global variable can be set, and this means that the variable is equal to whatever it is set to all through the program, inside a Proc and outside.

So a local variable is the default for variables in AMOS, where a variable inside a Proc is independent from the rest of the program. Like this example:

```
N=20 : M=50
_BIBBLE
Print N,M
Procedure _BIBBLE
Print N,M
End Proc
```

Not only are variables inside Procs different from ones outside the Procs but you can't carry over any variables into a Proc unless you make them Global (or Shared). Make a habit of defining things as Global (or Shared) variables if you may need to use them in Procs later. If you want to make a list of variables Global then you would use the Global keyword to define the list. Like so:

```
N=20 : M=50
Global N,M
_BIBBLE
Print N,M
Procedure _BIBBLE
Print N,M
End Proc
```

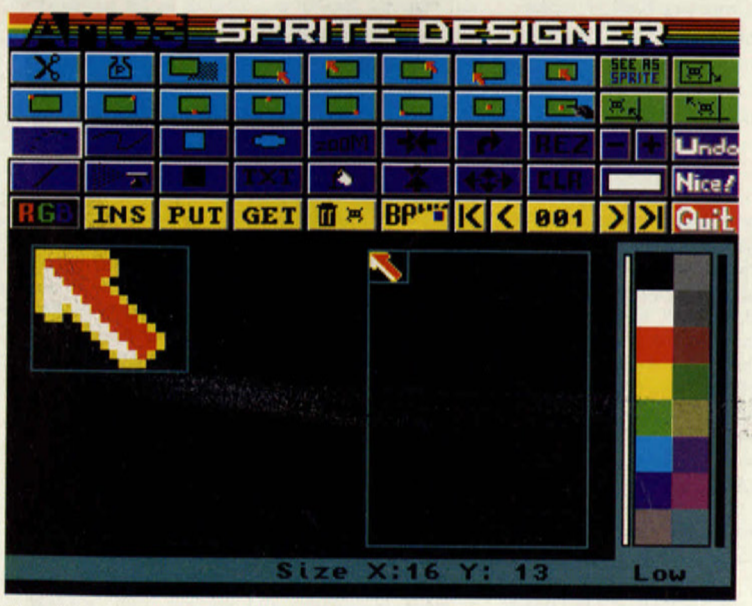
Global variables can be accessed from anywhere inside the program, even inside PROCs.

If you want access to variables from inside a Proc, you must define them as "Shared". Like so:

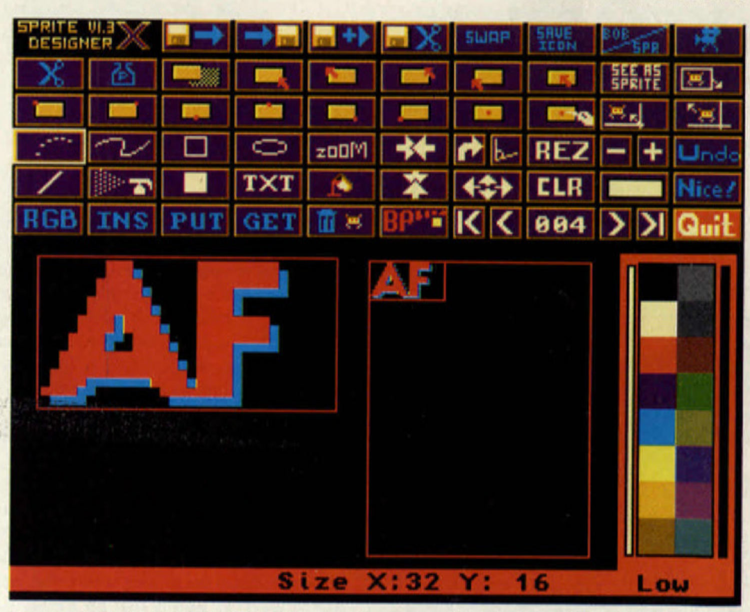
```
N=20 : M=50
_BIBBLE
Print N,M
Procedure _BIBBLE
Shared N,M
Print N,M
End Proc
```

The Proc can now look at the variables N and M, and read and write to them, while other Procs can't.

Continued overleaf



The AMOS Editor comes with a free Sprite Designer. Load the program into AMOS and Run it using F1. Use the L key to load sprite files, and use S to save them.



If you want a better Sprite Editor than the free one, why not shell out for *SpriteX* by Shadow Software? It's based on Sprite Designer, and is soon to be updated to version 2.0. For address details see the bit about AMOS Club.

USING YOUR AMOS COVERDISK

PROC DEFS

Another neat Proc trick is the use of Parameter Definitions. This is a kind of reverse trick, where you pass a specific list of variables complete with their contents to a Proc as you define it, like this:

```
Procedure _SOFTIES[N$,D,C]
```

The variables are loaded directly from the main part of the program, and the Proc can be called in two ways. The first is to pass another variable to the Proc which has a value you wish to pass to the new variables in the Proc. Like this:

```
N$="Foobar" : D=45 : C=3
_SOFTIES[N$,D,C]
```

Or you can add the precise values you want to fill these variables:

```
_SOFTIES["Foobar",45,3]
```

This is one of the ways to pass values from the main code of a program directly to an AMOS Proc.

POP MUSIC

Just before we knock this on the head, Pop Proc is another thing you should know about. The one sure way you can exit a Proc without going all the way through it to the End Proc line is by using Pop Proc. You'd use it as a part of a conditional loop like this:

```
_POPPET
Print "Proc Popped"
'
Procedure _POPPET
Input Z$
If Z$="y" Then Pop Proc
Print "The Proc wasn't Popped!"
End
End Proc
```

This program shows you how to Pop out of a Proc without going to the end. The end of the Proc here is the end of the program. If you type "y" into the prompt, you pop out of the Proc and get the line "Proc Popped" printed to the screen. If you type "n" (or indeed anything except "y", because this is a simple program) then you drop through the conditional loop and hit the line which prints up "Proc NOT Popped!".

ALL ABOUT AMAL

Another big part of AMOS program structure is AMAL. There are two ways to put it in your programs. First and most frequently used method is to insert an AMAL program into the AMOS program, a line at a time, like this example:

```
A$="a line of AMAL"
A$=A$+"another line of AMAL"
A$=A$+"yet another line of AMAL"
...etc
```

Each line of code is forcibly added to the next, all stored in the variable A$, and then AMOS defines and executes it as if it were one line using:

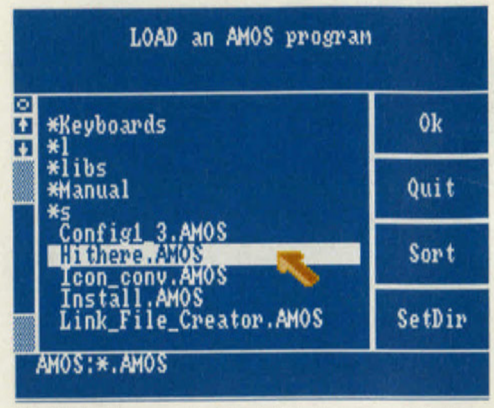
```
Amal 1,A$
Amal On 1
```

Another way of using AMAL is to use the AMAL Editor program, which enables you to write your AMAL programs as a number of channels and save them as a block as a .abk file. After you've saved this to disk you can reload it to an AMOS memory bank, and access it invisibly from within an AMOS program. The AMAL commands are saved with the program and so they are invisible to the casual user, and faster because they are accessed from memory rather than being loaded inside a program or from disk. We'll go into AMAL in more detail in a future issue.

TUNES AND PIX

The thing which separates AMOS from all other Basic interpreters is the ability to play music and sound effects from a bank rather than having to load a module of music and play it from disk. The music can be created in any number of 'tracker' programs like *SoundTracker, NoiseTracker, MED, Game Music Creator* or *ProTracker*, and then either converted into an .abk file and read into a memory bank or loaded simply as a tracker file using the new Track Load and Track Play commands (as in our demo).

Once a music module is in a memory bank in abk format it can be played at any time in the program by typing in:



The AMOS file requester. Use left button to press buttons and select files, and use the right button to see the devices and drives.

```
Music 1
```

which plays the first tune stored in the Music memory bank (bank 3 always). To stop the music you just add:

```
Music Off
```

to your program and the tune stops. This is a much more modern way of treating music in a programming language, as a separate thing from the code which drives it. Shame nobody thought of it before, really.

Tracker modules can be loaded and played using:

```
Track Load "mod.<filename>",3
Track Play
```

which loads the tracker module into bank 3 and then plays it. If you want the track to play more than once, you can add:

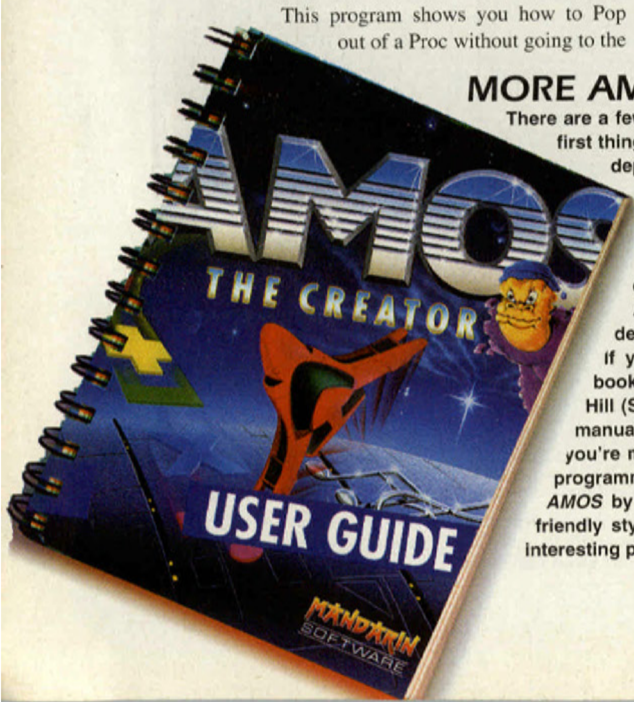
```
Track Loop On
```

which plays the track over and over until you type Track Stop in Direct Mode or from the program.

The same goes for Graphics. Any IFF screens in your game can be loaded and saved using banks rather than loading or saving the files from disk. The files are always in memory in a specially compressed format, until required. Saving and loading banks can be done within a program at the start, or to save time they can be loaded in direct mode and saved with the program.

And that's it. That's pretty much all you need to know to get you going. On to the tutorial!

MORE AMOS READING



There are a few good books out on AMOS programming. Obviously the first thing you should get is the AMOS manual from our mail order department (see Page 251), with which we are also including the Examples disk. We urge you to do that, as it contains all of what you need to know, and it's the first stop for any AMOS reference material. You can follow the regular AMOS tutorials in *Amiga Format* from now on, but you'll still need a definitive source of reference.

After that, you should get a tutorial book on the subject, depending on your idea of what you want to use AMOS for. If you want to program really killing games then the best book for you is the *Amiga Game Makers Manual* by Stephen Hill (Sigma Press), which is written by the author of the Amiga manual and contains a load of brilliant examples to type in. If you're more of a beginner, but want to know more about general programming in AMOS, then the best book is *Mastering Amiga AMOS* by Phil South (Bruce Smith Books), written in his familiar friendly style by a regular contributor to *Amiga Format*, and full of interesting programs and reference material.

TECH HELP

If you have any initial problems with AMOS, please contact us in writing as explained on Page 40. Advanced users with queries could phone Europress Software on (0625) 859333 and ask for the Technical Help Dept. They wrote the program so they should know.

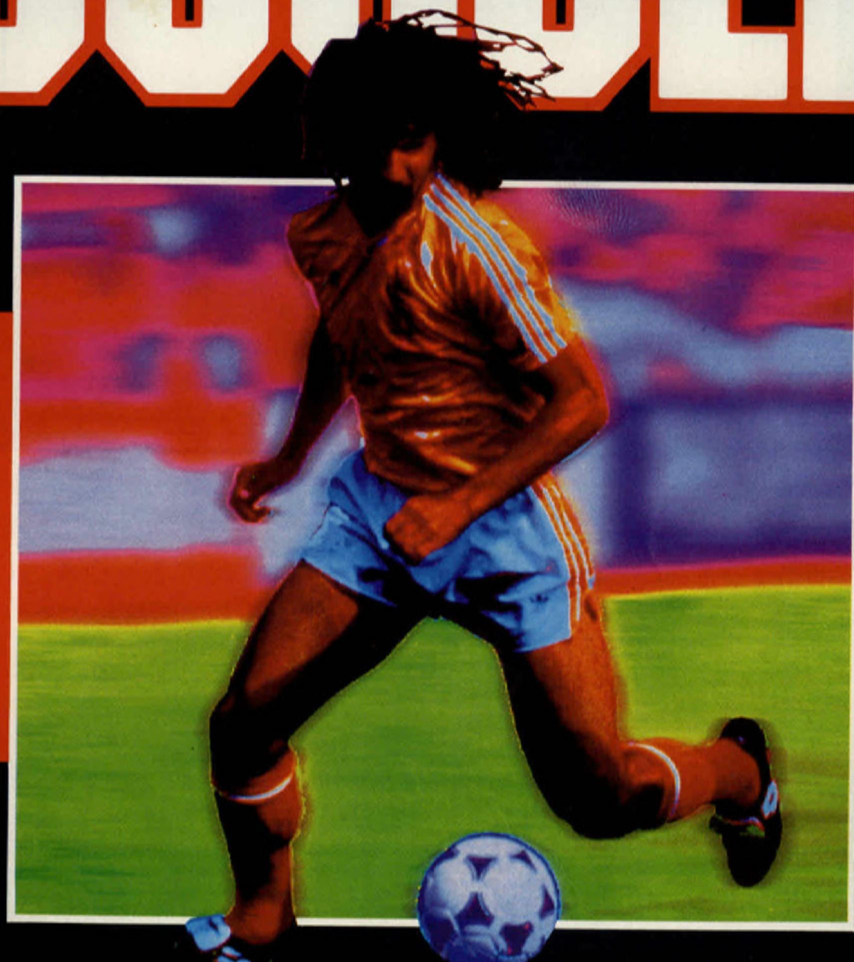
Additional software support is available from the AMOS Club, 1 Lower Moor, Whiddon Valley, Barnstaple, North Devon, EX32 8NW. Send them your name and address, and £12 per year (£15 overseas) and you'll get 6 issues of the newsletter full of AMOS hints and tips, plus a technical help phone number you can call to help you figure out problems. Club members also have discounts on AMOS software, particularly the utilities from Shadow Software like *CText* and *SpriteX*.

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Sensible SOFTWARE

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USING YOUR AMOS COVERDISK

Tutorial One

And that's Magic...

SO YOU KNOW how to use the AMOS editor, but what can you do with it? Well, as we said in the beginning, we've made a demo for you to try out the editor, and you can either type it in from the commands below or load it off the disk and follow it through using the breakdown below.

We recommend you type it in anyway, just to get used to using the editor, and only use the version on disk once you've done that. The picture files and everything you need are on the disk too, so you can get up and running without having to learn how to do everything. Let's look at the program step by step and see what makes it tick.

We start the program by turning off the cursor and the mouse pointer with:

```
Curs Off : Hide
```

We are going to load a picture in a moment, so hiding these things will mean the screen will be blank to begin with when we load the pic. Next we load the music. This is a *SoundTracker*-type module created using *MED 3.2*, and we load it in with:

```
Track Load "df0:mod.newbigones",3
```

This command means you can load modules from a large range of different tracker programs, and you can play them back in different ways. This tracker module is being loaded into memory bank 3. It won't play yet, we'll come to that in a moment.

Next we load the sprites with the line:

```
Load "df0:AFSprites.abk"
```

This loads a trio of sprites we created earlier. We did this using *DPaint IV*, and then crunched them into sprites using the *Sprite Grabber* program. Once the sprites are in the memory bank they can be called at any moment and will be on the screen right away.

Next step is to load the IFF screen. This is to say an IFF screen which we created and then used the Spack command on to make it smaller and able to sit in an AMOS bank ready for use. We load the screen into the bank using the command:

```
Load "df0:AFDemopic.abk"
```

This loads the picture into memory. As the file was Spacked into bank 6 before it was saved off as an abk file, it loads into the correct bank by itself. The next step is to unpack this graphic to the screen like so:

```
Unpack 6 To 0
```

Screen 0 is the default screen which is created every time you start AMOS, so you don't need to create it. The screen is unpacked instantly, and then the program moves on to the next phase, which is to start the music track we loaded a few lines back. We do this with:

```
Track Loop On
Track Play
```

The first command means that when the track plays it will get to the end and loop back to the beginning again. If you omit this command then the track will play through once only. The second command actually starts the music. This music will keep on going even if you press Ctrl-C to stop the program. To stop the music press escape to get to direct mode and type Track Stop.

HOW TO LOAD THE BITS YOU NEED

To get the Amos Extras disk and the AFDemo you have to format two disks. Just load Workbench, insert a blank disk, click on it once and select either Initialize (for Workbench 1.3) or Format Disk (for Workbench 2 or 3) from the overhead menus.

After some disk swaps they'll be ready. You have to rename one disk so it's called Extras. Then reset the machine, insert the *Lemmings 2* demo disk and click on the Install_Amos_Demo icon or the Install_Amos_Extras icon. Swap the disks as required. You can then load from the prepared disks from AMOS using the Load icon.

The next job is to start moving those sprites around on the screen. Sprites are movable graphic objects which can slide around the screen without touching the background graphics. We loaded some we created earlier just now, so now we set up a loop to make them do a move over and over again, which we are going to do using AMAL. First we assign an AMAL channel to each of our sprites. (In fact we are using Bobs, not normal sprites, but we'll go into what the difference is at another time.) So each Bob is assigned a channel:

```
Channel 1 To Bob 1
Channel 2 To Bob 2
Channel 3 To Bob 3
```

We now have three AMAL channels, and three Bobs waiting to perform. Next we set up the program loop with:

```
Do
```

This matches up with the Loop command we will be typing in a moment. A Do Loop command encloses a series of commands in a program, and when the commands have all been done and the computer sees the Loop command, it hops back to the Do and does the commands all over again.

Having set up the loop, we tell the Bobs where they must start and turn them on so you can see them:

```
Bob 1,0,0,1
Bob 2,50,0,2
Bob 3,0,50,3
```

The first line tell Bob number 1 to appear at point 0,0 on the screen, and to show image number 1 from the sprite bank. The second command tells Bob number 2 to appear at point 50,0 and show image number 2 from the sprite bank. And finally Bob 3 is told to turn up at point 0,50 and show image 3. Each image is the same but slightly different colours. These colours are from the same palette as the screen, and there are ways of avoiding that but we'll let that pass until we talk more about Sprites and Bobs in a future issue.

Now here comes an interesting bit. After all that setting up we activate the AMAL system, and you can see how simple and powerful it is. AMAL programs are written in inverted commas, and saved to a channel by using the Amal x,"program" format, where x is the channel number, and the word program is replaced by the text of your AMAL code. There are a lot of ways of writing AMAL, but for now we'll stick with the version we have. The three AMAL programs are these:

```
Amal 1,"M 20,20,10 ; M -10,-10,100 ; M 180,180,10"
Amal 2,"M 50,50,10 ; M -10,-10,100 ; M 100,150,50"
Amal 3,"M 100,100,100 ; M -10,-10,100 ; M 100,50,20"
```

The M means Move, and in the first program Bob 1 is moved from its start position 20 pixels to the right and 20 down at a speed of 10. It doesn't matter where the Bob is, it will move 20 right and 20 down. The smaller the speed number the faster the object moves to its destination. Next it moves 10 up and 10 left at a speed of 100, in other words it goes back a bit much slower. Then it zooms 180 right and 180 down at speed 10. The other objects move in a similar ways but at different speeds and to different locations. All these three AMAL programs run at once when you type:

```
Amal On
```

This activates all existing AMAL programs until the program is terminated or the Amal Off command is received.

A small wait is inserted into the program to wait until the AMAL programs have finished before the Loop command is activated and the whole process starts again, like so:

```
Wait 300
Loop
```

The Do Loop will go around and around until you press Ctrl-C. Doing that brings up a thin window at the bottom of the screen asking you if you want to go to the Editor or to direct mode. Pressing Space sends you to the Editor, and pressing Esc sends you to the direct mode window. It would be a good idea to go to direct mode and turn the music off, before you go to the editor, as this will keep playing unless you type Track Stop.

So that's how to write a simple demo, and hopefully now you should be able to use AMOS to start creating programs. You'll need to know some of the commands and their syntax, but we'll be getting to that in later editions. During this series we'll be covering all the bases and showing you how to produce all kinds of programs using your AMOS interpreter program. If you can't wait, why not get a good book on the subject?

Next month we'll be looking further into AMOS, plus another slice of code for you to enjoy.

USING YOUR AMOS COVERDISK

AMOS EXPANSION

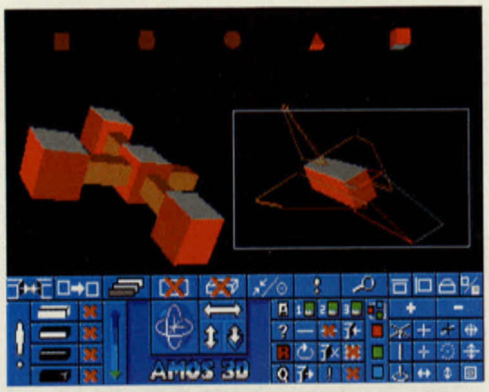
Although AMOS is a perfect programming engine in its own right, it can be expanded to make it a much better perfect programming engine. *(Huh? – Ed)* You do this by adding 'extensions'. An extension in AMOS is a bit of code which is attached to the program to drive certain new functions and commands. Two of the most popular extensions are the Compiler and the 3D module.

AMOS COMPILER AND AMOS 3D

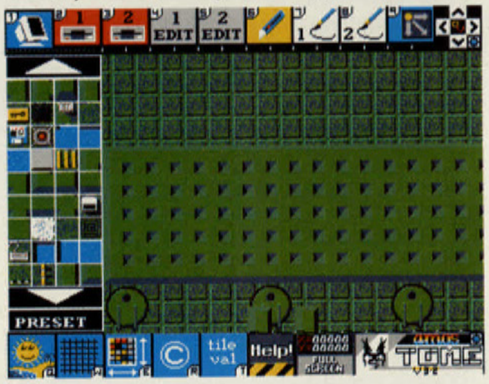
The Compiler means you can compile an AMOS program in machine code. The program you end up with can be run like any other Amiga program, via the Shell or the Workbench. Compiled programs will run on their own without any further interference from AMOS, so your AMOS program can be thought of as the source code for the finished program. Anyone using your compiled AMOS program probably won't know you used AMOS, and it'll run fast too.

AMOS 3D is a different kettle of fish altogether. Once this extension is installed you can animate 3D objects in your AMOS programs. The objects are created in a special Object Modeller (AMOS OM) and then the objects are loaded into an AMOS program for use. The objects can be moved around over IFF pictures, along with sprites and other graphics, in pretty much the same way as any other type of AMOS graphics and screen objects.

Using Compiler and 3D you can create literally *any* kind of program you desire, from a utility to a 3D game simply, quickly and professionally. Both these extensions are available from Europress Software (0625 859333) or from our mail order (see Page 251).



One of the two most popular AMOS extensions, AMOS 3D enables you to create 3D games and applications.



After AMOS 3D and The Compiler, the third most popular add-on is TOME, used to create games backgrounds.

AMOS TOME

This is the AMOS Total Map Editor. It's designed for the creation of large maps for games, where the backgrounds have to be made far larger than the normal Amiga screen. TOME not only edits the maps, but supplies you with the commands you need to move them around within your AMOS programs.

Like 3D, all programs with TOME in them can be compiled. AMOS TOME series 4 also contains some new animated background features, which means your maps can be so exciting you have to go to the toilet every time you play. AMOS TOME (and other great AMOS programs and extensions) is available from Shadow Software, 1 Lower Moor, Whiddon Valley, Barnstaple, North Devon, EX32 8NW, £29.99 (£24.99 to members of the AMOS club). Registered users of TOME Series 3 can upgrade for £10.

ANY QUESTIONS?

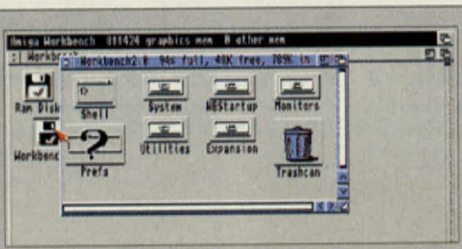
If you have any queries about AMOS, write to:
AMOS Answers,
Amiga Format,
30 Monmouth Street,
Bath BA1 2BW.

Using your disks

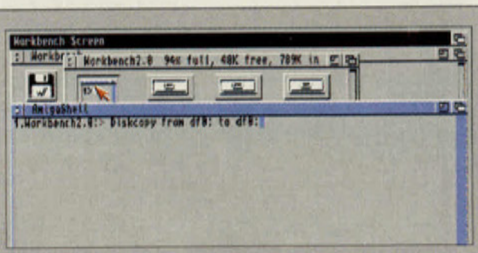
1 Write-protect your disks – move the tab so the hole is showing!

2 Make back-up copies first and use the copies, not the originals. If you haven't copied a disk before, don't worry – it's easy! Follow the instructions here.

3 Read the instructions!



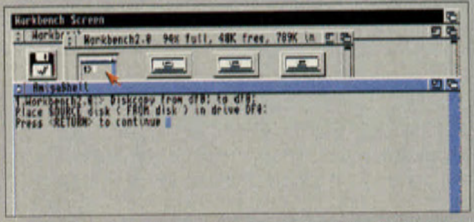
1 The easiest way – yes, the easiest, even though it involves using the Shell – is to... errm... use the Shell. Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



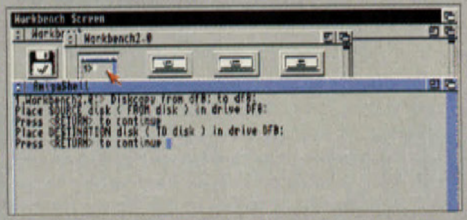
2 When the Shell window appears and the disk drive light has gone out, type in this line:

```
Diskcopy from DF0: to DF0:
```

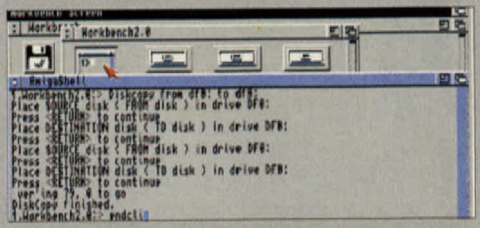
and then press the Return key to enter the command.



3 The Amiga will now ask you to insert the 'source' disk in drive DF0:. By this peculiar phrase, it actually means it wants you to put the disk you want to copy into the internal disk drive, so put the Coverdisk in the drive and press the Return key.



4 Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put a blank disk in the drive and press the Return key. Note that the disk does not need to be formatted already.



5 Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says 'Diskcopy Finished' just type in `endcli` and press Return to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is done!

Take care!

Please be careful using the programs – we can't accept any responsibility for anything that goes wrong. Please note, too, that the copyright on all programs remains with the copyright holder: you are only allowed to make copies for your own use.

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We now duplicate nearly half a million disks every month, and unfortunately a few are bound to be faulty. If your disk isn't working, and you're sure it's something to do with the disk itself (make sure you're following the instructions!) then please send it back to the following address, along with a note explaining what problem you are having, within a month of the cover date: AMIGA FORMAT JANUARY DISK, DISCOPY LABS, UNITS 2 & 3, OMEGA TECHNICAL CENTRE, DRAYTON FIELDS, NORTHAMPTONSHIRE NN11 5RT.

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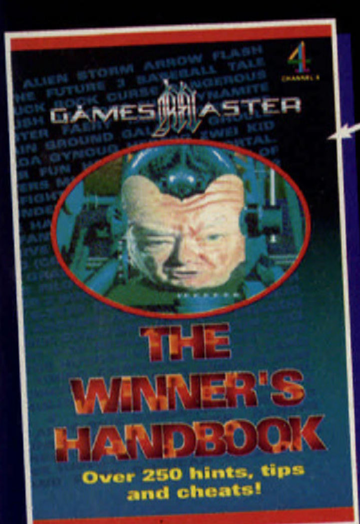
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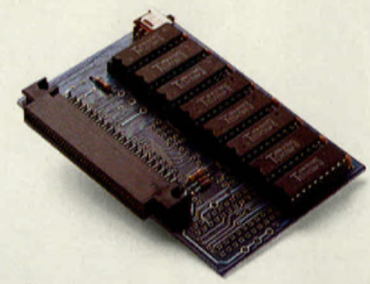
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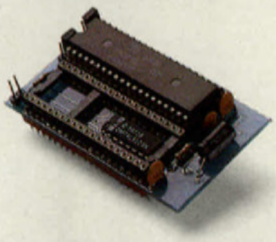
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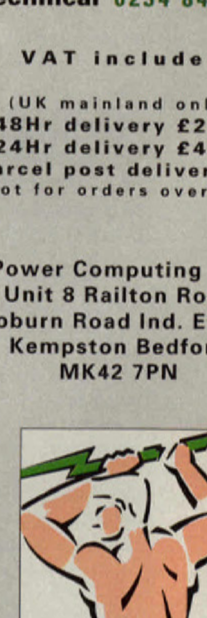
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Commodore's saviour or a menace to the Amiga community? The new domestic, enthusiast Amiga stands in the dock. **Pat McDonald** weighs the evidence and thinks it's a surefire, must-gamble-on-it winner.

A1200



OK, meet the standard Commodore press shot. The photographers were booked. Still, you have to admit it's a smart, small number – the Amiga equivalent of the Suzuki Swift.

COMMODORE'S CRYPTIC statements about 'don't buy an Amiga before October' are finally decoded. The new A1200, priced at £399, is set to take pride of place as their best-selling machine.

Not that the A1200 is perfect. There's not a lot of software available at the moment to take advantage of the new features. And it's not as though the machine has much support in the way of compatible memory expansions, CD ROM drives or hard disks – they are still on the drawing board.

But the A1200 sets a new standard, and it will be the dominant, aspirational, headline-grabbing Amiga. Here's what you get for your money. The machine looks like a keyboard with a row of expansion connectors at the back. The numeric keypad missing from the A600 is back, but the case style and overall look is very similar to the A600.

The actual package you get doesn't seem like much. A few manuals, only five of the six Workbench 3 disks that come with the A4000 (the hard drive Install disk is missing), a power supply and a computer. I don't think that Commodore will bundle any software for a while, in order to make the A600 packs seem more attractive for the first-time buyer. This is a wise move in some ways: the A1200 is quite a computer, but its very sophistication makes it an unwise choice for the novice. I mean, Workbench on five disks? Either get a hard drive or a couple of external floppies, or you'll be swopping disks from sun-up to sun-up. It's an addictive machine to use though.

Don't be put off if you are a gamesplayer however. While the A1200 offers a lot to the serious hobbyist, it also runs the majority of current and a lot of past Amiga games. Better still, specific A1200 and 'AA chip set' games are promised from several major software houses. In fact, hordes of games programmers have been very impressed with the machine – they're aching to develop for it.

WORKBENCH 3

The AA chipset built into the A1200 has meant a Workbench upgrade to the new Workbench 3. If you missed last issue, which had a whole page devoted to it, then here's the news in brief. Workbench 3 is mostly the same as Workbench 2, with the following additions...

The full version of *CrossDOS 5* is supplied. This means that you can read and write PC and ST disks without buying anything else. You cannot run actual programs for those computer systems, but you can exchange data-like text files from word processors and graphics files (pictures) too - if you have some software to convert from the Amiga's IFF standard to one of the PC standards like PCX or GIF format and the Atari's Degas or Neochrome picture format.



Workbench 3 works happily in 256 colours and you can add over-the top backdrops to windows.

The new Locale feature means it's much easier to write serious applications software (non-games) that will work in different languages. So long as the Locale is correctly set, future Workbench 3 programs will select the correct language for menus, requester boxes and messages. This is going to increase the sales of new Amigas in countries where English is not a common language.

The AGA graphics standard is supported. You can have a 256-colour Workbench, and each colour can be individually picked from over 16 million different hues. Background pictures for the screen and for opened windows are supported, although to be honest they are a little bit memory hungry.

Definitely designed with the professional in mind, Workbench 3 has a problem in that there are no tutorials for it yet. True, it is very similar to Workbench 2 – but there are bound to be significant differences somewhere along the way. Want the latest, most sophisticated user interface? Get Workbench 3.

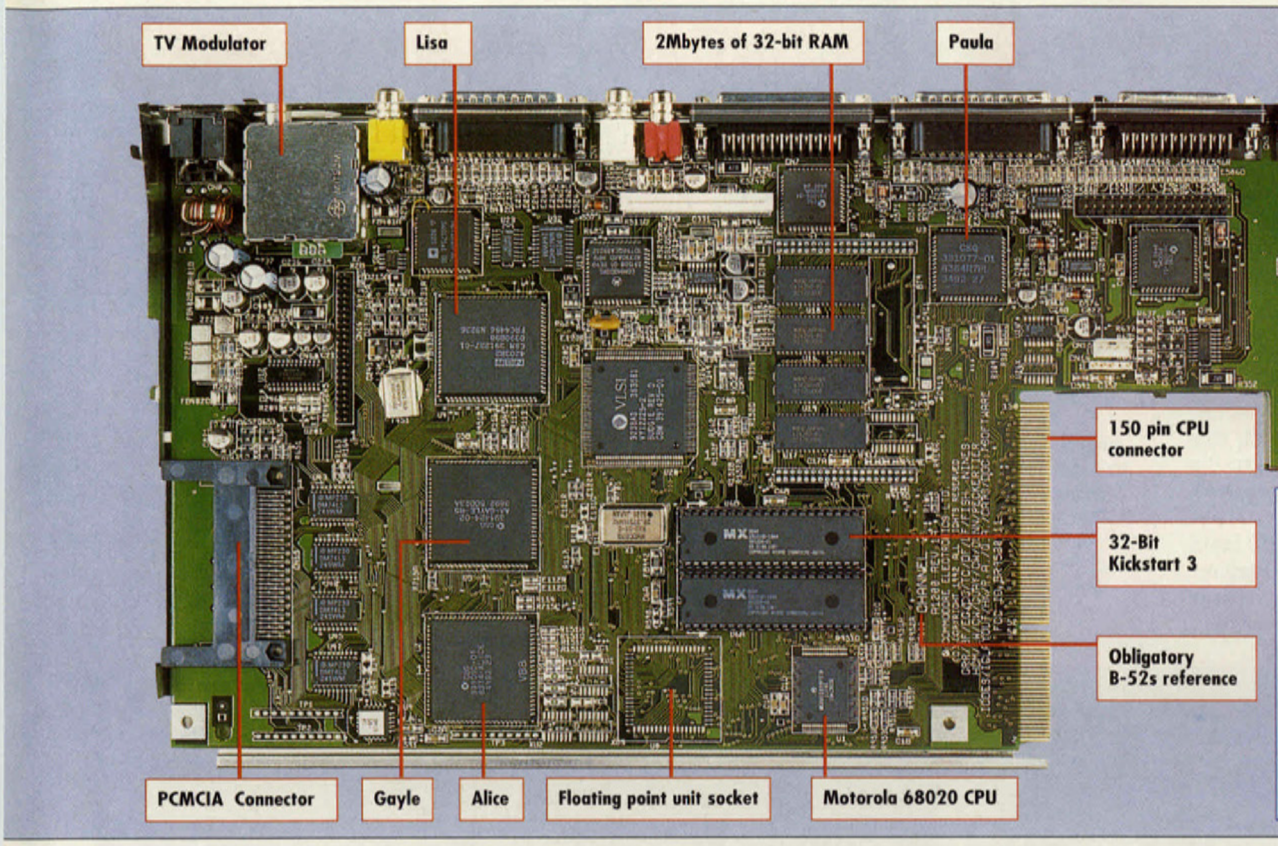
The A1200 is a trend setter and no mistake. It's faster than your average machine: a 68020 processor running at 14MHz may seem like only twice as good as a 7MHz Amiga, but the A1200 is a 32-bit machine, rather than 16-bit. That means it can process twice as much data at the same time, which means it's really about three to four times faster than a standard A1000, A500, Plus, A600, A1500 or A2000.

True, you can buy accelerator cards for these machines, but such an expansion would cost at least £150 plus – it might be cheaper to sell your current kit and buy an A1200.

And you also get a good deal in terms of memory: 2Mb of chip RAM is standard. True, you don't get any fast RAM, but most people won't need more than 2Mb of RAM unless they are 'serious' users. The good bit is that you can fit more memory into the trapdoor (the expansion slot on the underneath the Amiga, now called the 'CPU connector'). The manual indicates that 4Mb of RAM can go here, but I reckon bigger expansions will appear. You can also fit up to 4Mb of RAM with a PCMCIA card (same type as the A600).

This trapdoor expansion slot can do a lot more besides. You can fit a 68030 processor, or a Floating Point Unit – a chip that's good at maths, for added speed (there is a space for an FPU on the circuit board, but it would take some careful soldering to fit your own!) PC emulators are also on the cards.

Apart from the joysticks having moved to the back once more, the connections are almost identical to those on the A600, featuring the normal floppy disk, serial and parallel ports along with two video outputs, RGB and RF from the internal TV modulator. PCMCIA slot is on the left and IDE connector for the hard drive is hidden away inside the machine.



THE GUTS

Opening the machine reveals a couple of weird bits – no real time clock (no space for a battery, I guess) and two strange connectors either side of the RAM chips.

Possibly some sort of piggy back board could be slung onto the machine for more than 2Mb of chip RAM. That's a guess, not a fact.

One major difference is a hole on the back covered by a blanking plate. This means you could attach an expansion in the trapdoor slot, then lead cables out of the back of the Amiga. Possibilities for its use include a SCSI or SCSI2 interface, hardwired video and 24-bit cards, extra serial or parallel ports, just about anything really.

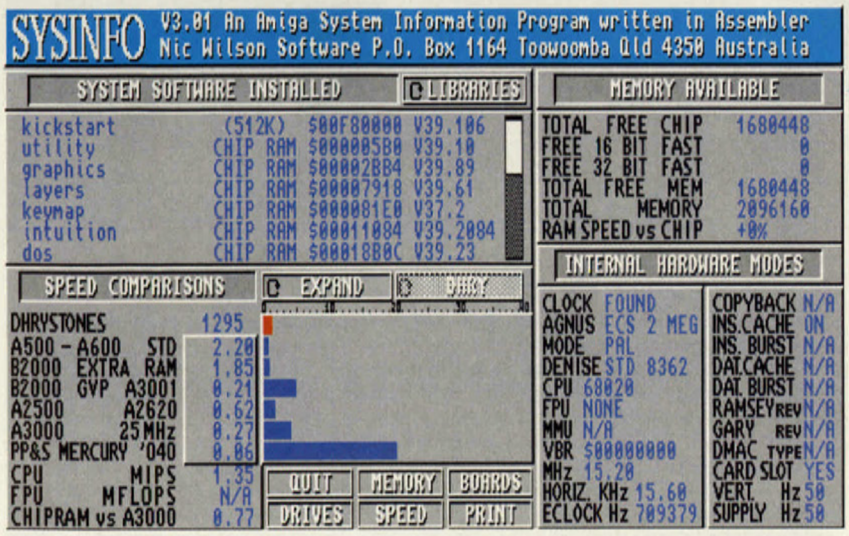
The only A1200 expansion we have had word of to date is a 4Mb RAM expansion to fit in the trapdoor, which will include a 68881 math co-processor for added speed.

Mind you, it's not just the expansion potential of the A1200 which makes it so special. The AA chipset gives what Commodore are calling the 'AGA' graphics standard – a blatant attempt to invite comparison with the IBM PC VGA and SVGA graphic standards. AGA is better than previous Amiga graphics, it runs just as fast as the equivalent PC graphic systems and it has the edge.

In short, this is why the Amiga has custom hardware to deal with graphics, to copy them from place to place with the blitter (Block Image Transfer), super smooth scrolling and of course the dear old sprites, which have been much enhanced. Not only can sprites be wider than previously, they can also have more colours and run in different resolutions to that of the main display screen. All of which has to be done by the processor on the vast majority of PC systems.

Let's get one point straight, though. However much of an Amiga fanatic you are, you'd be very blinkered if you didn't appreciate some of the superb games that have been released for the IBM PC but which never made it to the Amiga. AGA make it more likely that some of the top PC games will come over to the Amiga.

All in all, the impact of the A1200 on the games development world is similar to the impact on the public. A lot of people are very, very excited about it. Good news indeed!



Right, let's get one thing straight – a lot of this is lies. The A1200 does *not* have a built in real time clock, it does *not* have an Agnus or Denise chip (instead it has Alice and Lisa). However, the speed comparisons are accurate. Remember, this is a machine with no fast RAM – if it did have any, then the figure would be more like four times faster than an A500 or A600. Notice too that the chip RAM is slower than an A3000, because the processor needs some time too. Also notice that the generic name for Kickstart and Workbench 3 is V39+.

IS IT WORTH IT?

Is the A1200 a machine worth buying? The answer has to be yes. To get an Amiga with an 020 processor for £399 is not easy – to get one which can take an internal IDE hard drive and PCMCIA cards like the A600 is unheard of. With this potential, the A1200 is the new A500 for the Nineties, able to inspire enthusiasts to dream up ever-more wonderful widgets and the programmers to try ever-more difficult tricks.

But, I don't think it will take over to the extent that other Amiga owners are left in the shade. Sure, it's a great machine, but for it to be the most common by say, this time next year, Commodore would have to stop making A600s and increase sales by 300 per cent or more. That's not going to happen. The majority of Amiga releases will still work on other machines for the foreseeable future. simply because 'other' Amigas are much more numerous than the A1200. New games will simply be better on the A1200.

In short, the A1200 is an excellent Amiga, in the traditional enthusiast-inspired and yet ground-breaking Amiga tradition. The price is right, the capabilities are there, and many people will buy them. Like I said, programmers are drooling over the potential, if not the potential sales just yet. Maybe not a great idea if you have invested heavily in your present machine, but for 'all the busy guys who made Amiga and are Amiga' it's a new challenge, a new frontier.

Made for each other?

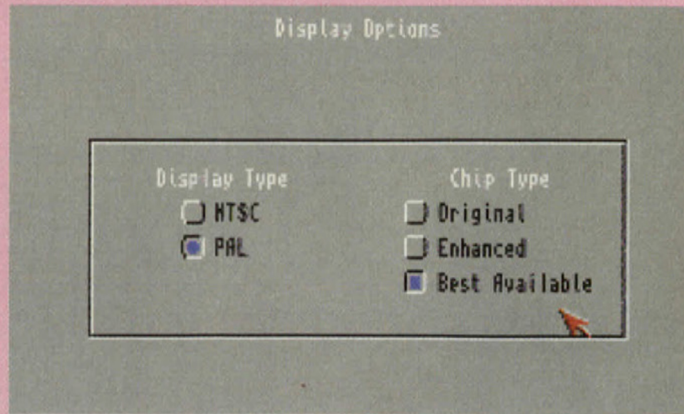
THE WORRYING QUESTION on everyone's lips is "How compatible is the A1200?" So far, Commodore have said that as much as 40 per cent of titles may not work, TV show *Bad Influence* reckoned on a third not working, and we've heard figures of all kinds from sources in the software industry.

We're considering compiling a full A1200 compatibility list, but as you'd expect with around 3,000 games available for the Amiga, it's quite a long job. To begin with, we've concentrated on games software, because most serious software runs from hard drive (the A1200 doesn't have one yet) and is system-legal (running from Workbench).

We tested a random sample of 50 games which span the life of the Amiga. Remember, you could be very unlucky and have lots of games that don't work. Otherwise it's not bad...

A MATTER OF CHOICE

Some of the titles below have the word "Enhanced" next to them. To make these titles work, you have to hold down both mouse buttons while the machine is starting up. Click on Graphics Options and you get to this screen. On machines fitted with Workbench 3 and the AA chipset, you can choose instead to use the Enhanced Chip Set as found on the A500+ and A600. This is hardware compatibility, built into the chip set. It's the reason why so many games and programs work on the A1200.



Game	Publisher	Date	Display mode
Super HangOn	Electric Dreams	1988	Incompatible
Hollywood Poker Pro	ReLine	1988	Best available
F/A-18 Interceptor	Electronic Arts	1988	Best available
Rocket Ranger	Mirrorsoft	1988	Best available (crashes)
Defender of Crown	Mirrorsoft	1988	Incompatible
The Games	Epyx	1988	Incompatible
Pipe Mania	Empire	1988	Incompatible
Power Drift	Activision	1989	Incompatible
Space Ace	Readysoft	1989	Best available
Sim City	Maxis	1989	Best available
Populous	Electronic Arts	1989	Incompatible
Wings	Mirrorsoft	1990	Enhanced
Warhead	MPH/Activision	1990	Incompatible
688 Attack Sub	Electronic Arts	1990	Best available
Team Yankee	Empire	1990	Best available
Balance of Power	Mindscape	1990	Best available
Killing Cloud	Vektor Grafix	1990	Incompatible
M1 Tank Platoon	MicroProse	1990	Best available
Indianapolis 500	Electronic Arts	1990	Best available
New York Warriors	Virgin	1990	Incompatible
Moonbase	Mindscape	1990	Best available
MiG 29 Fulcrum	Domark	1990	Incompatible
Knights of the Sky	MicroProse	1990	Best available
Utopia	Gremlin	1991	Best available
PGA Tour Golf	Electronic Arts	1991	Best available
Battle Isle	UBI Soft	1991	Best available
Mega Lo Mania	Sensible Software	1991	Incompatible
F-15 Strike Eagle 2	MicroProse	1991	Best available
Robocod	Millennium	1991	Enhanced
Railroad Tycoon	MicroProse	1991	Best available
MicroProse Golf	MicroProse	1991	Best available
Cybercon 3	US Gold	1991	Incompatible
Hunter	Activision	1991	Incompatible
Killing Cloud	Vector Grafix	1991	Best available
First Samurai	Vivid Image	1991	Incompatible
A320 Airbus	Thalion	1991	Best available
Pinball Dreams	21st Century	1992	Best available
Air Support	Psygnosis	1992	Best available
Shuttle	Virgin	1992	Best available
Shadow Beast III	Psygnosis	1992	Best available
Zool	Gremlin	1992	Best available
Lure of Temptress	Virgin	1992	Incompatible
Civilization	Microprose	1992	Best available
Cool World	Ocean	1992	Best available
Formula 1 GP	Microprose	1992	Best available
Sim Ant	Maxis	1992	Best available
John Madden	Electronic Arts	1992	Best available
Eye Beholder 2	SSI/US Gold	1992	Best available
Road Rash	Electronic Arts	1992	Best available
Agony	Psygnosis	1992	Best available

SO WHAT'S THE SCORE?

On the face of it the A1200 is around 70 per cent compatible with games generally, but most of the ones which don't work are really rather aged. Even that's better than Commodore's original 60 per cent compatibility estimate. When you look at just the last two years (since the dawn of Workbench 2, and the A3000) the figure increases to a much more pleasant 90 per cent compatible. And finally, if you look at just this year's releases (aimed at the A500 Plus and the A600), the figures are even better: around 92 per cent compatible. These statistics are obviously by no means concrete, but do indicate fair compatibilty.

CAN I PLUG IN...?

Most Amiga expansions which use the serial, parallel and floppy drive ports work with the A1200. Floppy disk drives are their usual compatible selves, modems and printers are unfussed. However, there are a few bits where compatibility cannot be guaranteed. All TVs and monitors should work fine. A500 modulators probably won't work, but then the A1200 has a modulator built in anyway. Of course your TV/Monitor cables have to be correctly wired and things like printer drivers and monitor drivers have to be set up properly. Mice and joysticks are no problem.

But it isn't all good news. Apparently, some video digitisers (Digiview from Newtek) and sound samplers don't work. This isn't always down to the hardware boxes themselves, but rather the software which doesn't always like 020 processors or Workbench 3. Also, some genlocks do not appear to be very enthusiastic about the A1200. I regret that more exact information on these problems has not been forthcoming in time for this review – watch this space, and if you come across any incompatibilities let us know.



With one of these new PCMCIA cards, you can boost your Amiga's system memory up to 6Mb, create pseudo-disks which can be removed and still hold data, or even turn your machine into a fax. But you've got to make sure you get the right type for your machine, or you've wasted lots of money.

PCMCIA

As far as the Amiga is concerned, the smart card is a new idea, but it's been around for years, and it owes its life to PC-clones, not Commodore. **Neil Jackson** finds out what PCMCIA means to the new Amigas...

A600 OWNERS HAVE known about it for a while, and new A1200 owners are just in the process of discovering what it's all about. PCMCIA is another bit of jargon that we're all going to be familiar with over the next few years – it's been touted as a smart card, a credit card and a memory expansion, but in reality PCMCIA stands for Personal Computer Memory Card International Association.

It's not a bit of hardware – it's an organisation. They've passed their name on as an industry-standard. The PCMCIA standard covers the physical dimensions of the cards, the assignments for the 68 connections, their electrical specifications, data protocol and file formats.

The PCMCIA was formed in 1990 to create a compatible standard for memory in cards in PC systems. Originally, the standard was designed for use with IBM PC-clones, but the technology spilled over into a range of computers, including notebooks, pocket organisers and now, the A600 and A1200. All kinds of memory, modems and hard-drives are already available on PCMCIA.

Choosing the right kind of PCMCIA cards could be a nightmare for new Amiga-owners. Because the system was intended for IBM-standard PCs, there are a few devices that might fit into your Amiga's slot, and be PCMCIA-compatible, but still not work. Cards which work on the Sharp hand-held organisers won't necessarily work on PCMCIA slots in an IBM PC, even though they're both built to the same theoretical standard. In the same way CrossDOS can read PC files, but not execute PC programs, the data on a PCMCIA card will only run on the computer it was specifically written for. So you can't grab the nearest PCMCIA for a Hewlett Packard and expect it to work on your A600.

There are several types of memory card and each has specific properties which make them more useful in some applications than in others. The basic types are: S-RAM, D-RAM, FLASH, OTP and MASKROM. S-RAM stands for static RAM and D-RAM is the more usual dynamic RAM we've all used for years. The difference is S-RAM does not require the processor time-consuming refresh signals that D-RAM needs, but don't be confused – S-RAM still needs a constant power supply or it loses its data. The only true non-volatile RAM is FLASH RAM; S-RAM is only non-volatile if it's got a battery-backup in the card. Finally, OTP (one time program) and MASKROM cards are designed for software manufacturers – and they're read-only when you buy them.

We've heard people are buying PCMCIA cards in surprising quantities, but beware. It's a good idea, and it's certain to stick around, but don't get dealt duff cards. Check before you buy anything, and make sure the card will perform the job that you want it for.

IT'S CARDS ON THE TABLE TIME

A few dealers have cards up their sleeves, but are they marked for your Amiga? How do you know you're not gambling your cash on something that won't work? The following players are dealing for the Amiga, rather than PCs and organisers. Here's what we found...

ZCL/CALCULUS 0543 251275
Currently available:
Fujitsu battery-backed static-RAM card (64k £39.99, 128k £49.99, 256k £69.99, 512k £109.99, 1Mb £179.99)
These work on most PCMCIA devices, including the Amiga. They can be configured as pseudo-disks, and can be removed from the drive and still retain data.
New Media Corp PS-RAM card (2Mb £129, 4Mb £199)
These are pseudo-static RAM cards, designed for the Amiga. They are not configurable as pseudo-disks.

Planned:
Expansion card which gives you extra PCMCIA slots, Fax/modem card, Ethernet adaptor card, SCSI-2 hard-drive interface card.

SILICA 081-309 1111
Currently available:
Amitek D-RAM card (2Mb £119.95, 4Mb £179.95)
These are dynamic RAM in card form. They can only be configured as Amiga fast RAM, not pseudo-disks.

EUROPEAN MEMORY CORPORATION 0438 748899
Currently available:
Mitsubishi Fax/Modem PCMCIA card (£200)
These can handle Quad V21, V23, V22, V22bis, MNP5, V42bis, Send/Receive V27/V29. They should work with the Amiga, though we do not have samples yet.

Planned:
Mitsubishi PCMCIA cards (S-RAM, FLASH and OTP) and other Mitsubishi mixed-tech cards. Some won't work on the Amiga; check with EMC before buying.

NEW HORIZON COMPUTERS 0989 750260
Currently available:
The same range of New Media Corp PCMCIA cards as ZCL/Calculus (though prices for them have not as yet been announced). They are also evaluating a whole range of Flash PCMCIA cards in 256k, 512k and 1Mb sizes and hope to announce their launch within the next month or so.

THE BIG DEAL

There are two ways that your Amiga can handle PCMCIA RAM cards. In Workbench 2 or 3's Prefs drawer, there's a program called Prepcard initialises the cards so they work properly.

They can be turned into simple memory upgrades which give your Amiga's fast RAM a big boost. They don't have an icon on the Workbench screen, instead the fast RAM figure on the title bar is increased. As system RAM, they're about twice as expensive as an Amiga expansion port RAM.

RAM cards can be configured as pseudo-disks, which act just like normal floppies or hard-drives as far as your Amiga is concerned. They get an icon, and they can be removed from the slot without fear of data loss. They have an advantage over floppies for storing large files (like big DTP documents, or 24-bit picture data), but they're damned expensive. 8 Mb on floppy will cost you five or six quid – half that on PCMCIA is nearly £200 at the moment!



The two important components are the hard drive (seen still attached to the mounting plate) and the cable. The Install disk is nearly indispensable if the hard drive develops a fault – note the A600 Install disk is pictured. The A1200 needs the Install disk for Workbench 3.

IDE

Pat McDonald finds out whether the arrival of IDE really does mean cheaper hard drives...

IDE IS A STANDARD for hard disk drives. The letters either stand for Intelligent Drive Electronics or Integrated Drive Electronics – it depends on who you talk to.

The hard disk itself, like any other hard disk, stores data in pretty much the same way as a floppy disk, but can hold far greater amounts. So you can have Workbench and all the Extras and Fonts disks stored on a hard disk, and still have space for large multi-floppy games like *Monkey Island 2* and large serious programs. In a nutshell, you are saved the hassle of swapping floppy disks. However, megabyte for megabyte, it's a rather more expensive means of storing data.

What makes IDE drives special is that they are designed to make hard disks cheaper, both to manufacture and to buy, which must surely be good news for the whole computer market. However, you can only fit one of them inside an A600 or A1200.

Although few people buy machines with hard disks fitted (the figure is between 10 and 30 per cent) most people would like the convenience of a hard disk. This means that the potential market for cheap hard disks is now in the tens of thousands and is set to grow.

But the benefits are not just for gamers. Hard disks read and write data much, much faster than floppies. The annoying pauses that occur with floppies are either much reduced or removed entirely. And you can deal with really big files, like 24-bit true colour scans, huge animations and gargantuan databases that just don't fit on to a floppy. The most important thing to realise is that most IDE drives do not fit in A600s or A1200s. Only the very small, 2.5-inch type are tiny enough to squeeze into the mounting bracket. Thoough apparently a few (very few) early A600s did not have the mounting plate fitted.

Also, the cable that goes in-between the hard drive and the computer is not a standard IDE type. If you were to go out and buy a standard IDE (sometimes called an AT) connector, it would not plug into the mini hard drives – you need the right cable.

Finally, if you take an Amiga apart to fit the drive – break the warranty seals that cover the screw holes – then your spiffy 'At Home' service contract is instantly null and void. There are ways to have a hard drive fitted and have a guarantee, but if you fit the drive yourself then wave goodbye to your warranty. You may be better off waiting for a PCMCIA hard drive on a card, which is fitted externally.

As we go to press, Commodore is holding top-level meetings to sort out an arrangement so that dealers can fit the drives without warranty hassles, so keep an eye on the news pages for more information. In the meantime, cast your eye over the Best Deals panel for the current IDE installation lowdown.

WHO GIVES THE BEST DEALS?

Here's a round-up of the current IDE hard drive deals for the A600 or A1200. I've given prices, but they do vary. The deals you get are not fixed – Commodore are still trying to fix a policy – so it's not surprising small independents are chopping and changing their deals. Prices include the connecting lead but you normally don't get an Install disk.

First up is First Choice Computing (0532 319444). Although they supply an Install disk and will fit the IDE drive for £15, your computer warranty is voided. Prices are £124.99 for a 20Mb, £229.99 for a 60Mb and £279.99 for an 80Mb disk.

Power Computing (0234 843388) are cold shouldered if you didn't buy your Amiga from them, you don't even get a warranty on the hard drive. If you bought your Amiga from them, they will guarantee the drive and the computer. They sell 40Mb drives for £199, and 80Mb for £269 but they don't fit them.

Most other firms – Hobbyte on 0727 56005, Omega Projects on 0942 682203, Evesham Micros on 0386 765500 and Diamond on 0703 232777 – offer a similar deal. If you bought from them, and then buy a hard drive kit which the company fits, then they give a Return To Base (RTB) guarantee, ie if something goes wrong you have to send the whole lot back to them. It's best to phone to check the price.

Gordon Harwoods (0773 836781) are less choosy whether you bought an Amiga from them. They charge £199.95 for a 20 Mb drive, £299.95 for a 60 Mb type and £349.95 for an 80 Mb. The good bit is once they've cashed your cheque, they send a courier to collect your computer, they fit the drive and send it back to you, plus you get a 12-month warranty. New Horizon (0989 750 260) are cheaper though, even with the £30 installation and courier charge added – £150 for 20 Mb, £210 for £60 Mb, £240 for 80 Mb and £330 for 120 Mb.

If I wanted a hassle-free IDE drive for my Amiga though, I'd go to TriLogic (0274 691115). Currently they charge £169.99 for a 40 Mb and £199.99 for a 60 Mb. Add £15 for them to fit it, and they are really very reasonable – plus they supply an Install disk. If you pay another £45 though, you get a three-year RTB guarantee on the computer and the hard drive.

ZCL/Calculus are going to offer an even better deal. Currently, they only stock the connecting leads. However, they intend to buy IDE drives in large quantities. Five per cent of these will be given to Wang, the people who officially repair Amigas. So the 'At Home' warranty stays intact if you buy an IDE from Calculus.

DIY SHOP TALK

IF you are at all connected with the computer trade, then you can get a 2.5-inch IDE drive for much less than the prices quoted left. However, there is currently a continental shortage of the damn things – production plants are mostly based in Taiwan, Japan and the Phillipines, where such drives are slapped into PC portables.

Anyway, all you need to fit your own drive is the cable and the drive. Cables are the tricky bit, and at present only ZCL/Calculus are stocking them.

To install the disk, boot up Workbench from floppy, click on the hard drive icon (which will probably register as BAD) and then select Format Disk or Initialize from the menus.

You may need the official Commodore Install disks, and you'll definitely need them if you want to split the drive into different partitions.

At present there is no official Install disk available for the A1200 and Workbench 3.

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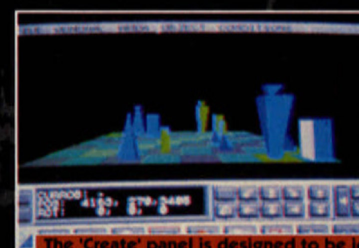
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DOMARK

Designed and Programmed by Incentive Software
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MerlinExpress Directions

THE CHANCES ARE that if you have been reading computer-related magazines for more than a few months, you will heard a great deal about 'The Industry'. It may surprise you to know this cabalistic sounding, amorphous group of people who actually are the movers and shakers that put hardware on to your Amiga's ports, and software into its drives, actually think of themselves as individuals.

With this in mind, and with the amazing new A1200 with us, we decided to poll the opinions of some of the major figures in the Amiga world on a number of subject which we at *Amiga Format* feel will be of major importance over the next 12 to 18 months.



1992 has been an extremely exciting year for the Amiga, but the things that are set to happen in 1993 could make next year more exciting again. **Tim Smith** decided it was tiime to track down all the top names in Amiga software and hardware and ask them what they were planning…

What happen

We set about faxing all the top Amiga companies and individuals, in the UK and abroad, to see if we could pin down a consensus on what would be the future of your machine.

We wanted to get the points of view, the details of the forward planning, and, if possible, the aspirations of the developers because these, we thought, would be the firm guidelines for the way that the Amiga would be going in 1993 and beyond.

We faxed 40 companies in order to get as wide as possible a picture. Happily for all of us, the majority of these companies found time to respond and to present us with their thoughts. We have printed the reponses in no particular order other than that in which we received the replies. Every response is as valid and as interesting as the others.

We also decided to get a few responses from Commodore on the points raised by the developers, software houses and retailers. As you will see from a number of the responses, despite the launch of the A1200 – which has been universally accepted as a good thing – many members of 'The Industry' are still wary or even downright disdainful of some of Commodore's past actions. They see these as pointers to the way forward for the Amiga. With the A1200 now fighting the vanguard of the battle against the games-only consoles and the now-fashionable but still old-fashioned PCs, many people are concerened that what they see as past mistakes might be repeated.

There are also some sneak views inside the normally closed world of software and hardware development: and Kelly Sumner, boss of Commodore UK, replies to criticisms about developers' rights. This is fascinating stuff.

So find a quiet place, get a cup of coffee, take the phone off the hook, and have a look at what the feelings and thoughts are of the people who to some extent control the destiny of your machine. Some of it might surprise you by its wisdom, but it must be said that other bits will astound you with their seeming stupidity. But it's all part of the future of the phenomenon that we call the Amiga…

To get you started, here is the text of the letter that we sent out to 40 companies who are closely tied in to the developments for the Amiga. We asked them how the major Amiga changes of 1992 – the A1200, PCMCIA and IDE in particular – will affect the Amiga from here on in, and what they think will become important over the next year...

AMIGA FORMAT

Beaufort Court, 30 Monmouth Street
Bath, Avon, BA1 2BW

Telephone: 0225 442244
Facsimile: 0225 446019

Amiga Format
Tim Smith
Features Editor

For your urgent attention

I am currently carrying out research for a feature in which *Amiga Format* asks major players in the industry a few questions about the future of the Amiga market.

Obviously your company is such a major player and, as such, your opinions are highly valued. With this in mind, I hope that you can take a few minutes out of your timetable to provide answers to the following questions.

The length of your answer is entirely up to you, make it as long or short as you think fit. But I would ask that you fax back your answers as soon as possible; that is, within the next two days. Could you also send us one of the following: a picture of yourself and a copy your company logo. Again, time is of the essence, so I would be most grateful for a prompt response.

And now for the questions:

1) Do you feel that CD-ROM will be the premier storage medium of 1993. If so, what are your plans for developing for it?

2) How do you feel that PCMCIA (the credit card) and IDE are effecting or will effect your plans for development? (Ocean are considering making all of their future releases will be hard disk installable, is this a path that you can see yourself taking?)

3) The Amiga 1200 has been met very positively, this is matched by the 'AA' chip set. How will the 1200's impressive specifications (2Mb chip RAM, 256 colour VGA-style graphics, 4-bit dual playfields and smoother scrolling) affect your plans for development?

4) What would you most like to see Commodore doing for the Amiga, for developers and for the public in 1993?

5) What are your own plans for development in 1993 and beyond?

Thank you in advance for helping us out, and for your opinions.

Yours in anticipation

Tim Smith
Fax: 0225 446019
Tel: 0225 442244 extz 2338

Future Publishing
Registered Office
Future Publishing Limited
Beaufort Court, 30 Monmouth Street
Bath, Avon BA1 2AP
Tel: 0225 442244 Fax: 0225 446019
Registered Number
2008885 England

WHAT ARE WE TALKING ABOUT?

PCMCIA



(Stands for Personal Computer Memory Card International Association.) This is the name for a standard type of interface, used to connect small ('credit card') hardware expansions. It was developed for portable PCs and on other machines is often used as a form of permanent software storage, in much the way game cartridges are by the Sega and Nintendo consoles. But on the Amiga it will be used mostly for hardware expansions, and above all for memory expansions (RAM expansions, that is).

s next?

CD-ROM



We make no bones about the fact that we feel that Compact Disc storage is the next logical step for the Amiga. For an initial period until the commercial release of Read/Write CDs and players (some five years off), CD-stored applications and games mean less piracy. Why? Copying 600Mb of data from a CD to floppies would be unprofitable for the pirates - copying from CD to CD would also be unprofitable considering the current price for read/write CDs.

CD storage also puts the onus on the software houses to make use of its advanced audio capabilities, and the scope that the extra data-space gives for better graphics. In an ideal world, a CD-stored application and/or game would look better and sound better, in an ideal world that is.

It is imperative, to our way of thinking, that the industry throws of its conservative shackles and embraces (relatively) new technology quickly. Amiga users deserve the power that CD offers.

IDE & SCSI



Intelligent Drive Electronics, or, Integrated Drive Electronics – we opt for the second variant. This standard comes to the Amiga from the PC world. It replaces the SCSI (pronounced Scuzzy and meaning Small Computer System Interface) hardware interface as a way of attaching hard drives. The argument as to whether SCSI is better than IDE or vice versa rages on and on and on.

This argument is based around two principles: versatility versus utility. A SCSI interface can 'multitask'. That is to say that you can connect up to six different devices, such as printers, floppy and hard drives, modems and so on, to your machine. Each of these devices will have to have its own SCSI controller however. SCSI can also be used by fairly complex hardware devices like colour scanners. With IDE you are limited to drive devices (floppies and hard drives), but most of the controller electronics that used to come on a separate card now come fitted to the drive. This (theoretically) makes IDE drives easier to fit, and (again ideally) cheaper to produce and buy. Many people argue that SCSI is much faster at transferring data, which is an important point.

WHAT ARE THEY TALKING ABOUT?

Being business people as well as people concerned with computers, many of our respondees make use of some amount of jargon in their replies. We thought that, to make your life easier, we would compile a quick at-a-glance guide to the language used in many of the replies.

AGGRESSIVELY PRICE = to sell more cheaply.

BASE MACHINE = in the Amiga sense, this is now the A600.

CBM = Commodore Business Machines. The name for Commodore's parent company based in the United States.

CONSOLE = a keyboardless toy used for playing games that were written for the Amiga.

FACTORING IN = to take into consideration.

INDUSTRY DINNER = admittedly only Electronic Arts referred to this, but we thought we'd mention it. The In-Din is an annual event where the computer games industry (including magazines) gets to vote for who wrote the best software, and also to get drunk and meet once-famous comedians.

JOE BLOGGS/THE MAN IN THE STREET/THE USER/THE CONSUMER/ JOE PUBLIC = You

MULTIMEDIA = a buzz term readily bandied about and little understood. At the moment the only defined multimedia standard is Microsoft's MPC (Multimedia PC). At base, multimedia means the combination of digitised sound and moving graphics/video using Compact Disc storage.

MUSHROOM SYNDROME = a state of life whereby one is kept in the dark and fed fertiliser (ahem!)

OFFICIAL DEVELOPER STATUS = this is an accolade given to some of Commodore's favourite software houses and writers. As an 'official developer' you would be given preview copies of new operating system, Workbench and KickStart developments. You also get early delivery of new machines such as the A1200. You do however, have to restrict yourself to System Legal programming. Also Registered Developer.

PC/IBM/PC COMPATIBLES = an archaic kind of computer beloved of spreadsheet users. (Also PC is used to mean personal computer in a wider sense of the word.)

PLAYFIELD = an area of memory reserved for screen information. For example, information regarding the parallax of a game-background would be held here. This information is can actually be bigger than a screen you will see on screen at any-one time. Dual playfields will provide faster scrolling.

PRICE POINT = price.

SHIPS/SHIPPING = getting a program or hardware from the makers via the distributors to the shops.

SUBSTRATE = the basis or foundation of something. In a pepperoni, anchovy, pineapple, egg and mushroom pizza, the pizza-base is the substrate.

SYSTEM LEGAL = a programming system whereby the program only makes use of function built into the operating system of the computer concerned. 'System illegal' programs tend to take over the area of RAM normally used by the operating system.

UNIT COST (price) = how much a game/program/device costs to the maker per copy/item.

VIABLE = profitable.

THE A1200 MIGHT just seem like a pretty good Amiga, but it's more than that. Much more. It's set a new standard: a standard that began with the A600 and that could radically affect the way the Amiga is perceived, and the lives of the people who make money from the Amiga, the world over.

And the Amiga CDTV, meanwhile, might just seem like an idea whose time came and went. But it's not. It's the germ of an idea which, when it grows to fruition, will change everything, not just on the Amiga but across all its rival machines, whether in the simple, friendly world of games or in the high-flown field of corporate multimedia.

There's a lot at stake over the next couple of years. Not least for Commodore, who have gambled a lot on a couple of hardware standards and on their own vision of the future. But also for everyone else who makes hardware or software for the Amiga.

Yes, my friends, the bandwagon is rolling. And those who don't jump on board will surely be crushed beneath its spiked wheels...

We didn't ask just any old questions, you realise. But of course, that's obvious... why on earth would we get all the top names in the Amiga world together and ask them something that's irrelevant?



So **Amiga Format** editor **Damien Noonan** explains how we picked out the most important topics facing the Amiga community right at the moment, and explains a little bit about how we expected they might answer...

The questions and

OK, that may all sound just a little prophetic and excessive. But sure as eggs is eggs, there's a couple of moves Commodore have made during the course of 1992 that are deep-down serious commitments, and are set to have a serious long-term impact.

What we've attempted to do in this article is let the companies who will have to ride the changes have their say about what will come of it. But what we'd like to do now is have our own say about the kind of impact the changes could have on them.

The perfect example of this is IDE. First with the A600, then with the A1200, Commodore have made it clear that they are keen on the idea of IDE. Essentially, what IDE does is make it much cheaper and much easier to own an Amiga that runs from a hard drive.

A hard drive makes an enormous difference to a computer: you can store all your programs on it easily and they will load and run much more quickly. Workbench stops being a separate disk and starts being simply a way of accessing other programs and keeping control over where your files are stored.

All computer users would use a hard drive if they had the choice. What IDE does is make it massively cheaper and more convenient to buy and run one.

If you're buying a hard drive for an A500, you buy a Quantum drive unit, which is the hard drive itself, but you also buy a SCSI interface, control circuitry, connectors, a case and a power supply, all of which costs extra. The average 40Mb capacity drive costs about £300, the price of a normal A600.

If you buy a hard drive for an A1200, by contrast, all you buy is the IDE drive unit: none of the extras. As a consequence, you only pay around £150 for a drive of similar capacity. It doesn't need a separate power supply and it's light and convenient, because it's all packed away inside the case of the Amiga itself. It's a dream.

Commodore have done this because they hope that the use of hard drives with the Amiga will proliferate. As a consequence, many more people will be happy with their computers and discover more and more uses for it, and won't be tempted to swap to another type of computer when they want to do something serious and businessy.

Now for Commodore this has no drawbacks. It makes the Amiga more powerful, a better machine and, hopefully, more popular as a consequence. Besides, they have always been terrible at manufacturing peripherals for their own machines and have never really made any money out of it.

For third-party peripheral manufacturers, however, it has serious consequences. GVP (Great Valley Products), for example, are the world's largest maker of Amiga-specific hardware. Their best-known product in the UK is the Impact Series II hard drive for the A500, and presumably that's where they make most of their money. Yet that core market will be completely lost to them as IDE-equipped machines like the 600 and 1200 take over.

The point is that GVP never actually made hard drive units: they just adapted them to work with the Amiga. Nowadays, you don't have to pay them for doing that for you.

Exactly the same is true of RAM expansions, where the chips are the raw material, the important bit, but the boards that make the chips work with an Amiga are the work of the Amiga hardware manufacturers. As PCMCIA takes over, we'll be buying credit card RAM expansions effectively direct from the manufacturers rather than via someone else.

The same problems face Supra and ICD, two other major American peripheral makers. Supra are best known for their SupraRAM expansions, which can be replaced by PCMCIA, and for their fax modems, which will also soon be available as PCMCIA cards. ICD are best known for their IDE adaptors which allow A500 owners to fit IDE hard drives internally, which is clearly a doomed market.

So what's their answer? Well, GVP may already have started exploring it. Their latest range of announcements concentrates on complete applications for specialised use: their complete image processing system, their

the challenge

CineMorph special effects software, the PhonePak answering and voicemail system.

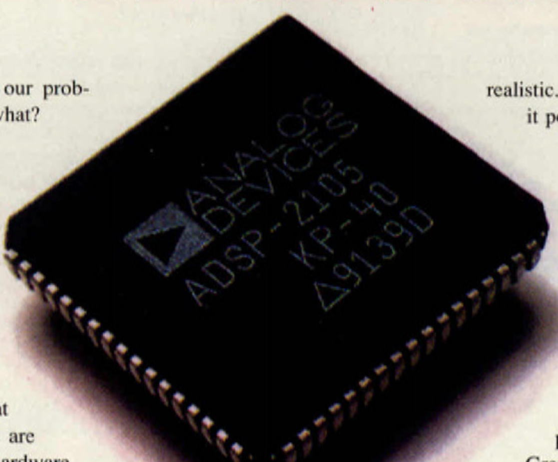
Another solution to the problem of their disppearing ahrdware market may lie in the development of specific Amiga-only peripherals that can't be bought off-the-shelf. With the trapdoor slot in the A1200 providing full 32-bit RAM access and also full CPU access, there's plenty of room for Amiga-specific accelerators, RAM expansions and so on there.

Another possible market is in third-party CD drives. In a year or so's time, when CD takes off, a good many Amiga owners with machines as recent as the A1200 are going to want to be able to use CDs. Unfortunately, it seems unlikely that a CD add-on drive will ever really be a good-value prospect for the consumer because the manufacturing cost is too high.

One last market which the Amiga hardware makers could look to is specialist peripherals for the higher-end Amigas, where it is quite possible that SCSI interfaces will enjoy a revival (if Commodore listen to criticism of IDE in the A4000). But once again, this would mean mostly video and graphics applications and, even here, new chip sets (like the AA chip set with its 24-bit True Colour palette) could begin to put the squeeze on expensive add-ons like framebuffer cards.

All in all, then, the GVP route into tailored applications has to be the favourite. We were particularly keen to hear from people like ICD, GVP and Supra, but it seems as though they have failed to respond to our probings. Are they worried, or what?

So the consequences of PCMCIA and IDE could be lost profits for hardware makers, but cheaper RAM and hard drives for us Amiga owners. Good news from our point of view. But both technologies also have an impact on what games software publishers are up to, as well as what hardware makers are planning.



The DSP (Digital Signal Processor) chip, which would give much better sound and Commodore have said was too expensive to fit in the A1200. Will it be on developers' wish lists for 1993?

One of the good things about the A1200 is that it is transparently obvious that Commodore have worked closely with British software publishers – and the UK's software publishers are, after all, now the world leaders. As a consequence of this close cooperation, there is now a consensus being established among the leading software houses about how they see software changing.

In particular, it seems quite likely that the publishers will be prepared for the wider use of the hard drive by Amiga owners and will make as many as possible of their future games releases hard drive installable. Colin Gordon, Ocean's Senior Software manager, has already intimated that this is the way Ocean hope to go and we would hope that the answers on these pages demonstrate a similar outlook from the other major publishers, people like Gremlin, US Gold, MicroProse and Electronic Arts.

As well as hard drive install, software designers will now have to make sure that their stuff runs on all variants of the Amiga CPU – 68020 to 68040 as well as the normal 68000. Straight away, that's solved two of the problems that the more mature gamers of the PC world perceive as being major hold-ups for the Amiga.

Problems aside, what about opportunities? The A1200 has now set a new standard for games, with 256-colour graphics, larger sprites and more colourful dual playfields all making an impression on the look of games thanks to the capabilities of the AA chip set.

Just as important as the new chips, however, could be the use of 2Mb of chip RAM as a standard. Because chip memory is used for sound samples and animations, and because designers are used to working within the constraints of severely limited RAM, and therefore skilled at squeezing the best performance possible, more RAM makes them rub their hands with glee: this could make a huge difference to the look and sound of games.

The luxury of the extra space makes it possible, for instance, to use many more frames of animation in the main character of a game, making movement much smoother and more realistic. Extra chip RAM also makes it possible to do much more with sampled sounds, so even though the sound chip has not yet been upgraded, music in games should become much better.

As well as the major software houses, we expected to get some pretty interesting ideas from the developers and programmers – teams like Graftgold (*Rainbow Islands*), Vivid Image (*First Samurai*) and Team 17 (*Alien Breed*) – about what they plan to do with all this extra hardware. Let's hope they've got some good ideas…

Software and PCMCIA, on the other hand, don't really mix. Because PCMCIA can use all kinds of memory cartridges, it's a popular misconception that PCMCIA ROM cards have a potential use for storing programs – in other words, as game cartridges.

This might be possible for really expensive, top-end serious software, where the extremely fast load times would be a major advantage and the cost of duplication would not be quite so critical. But as a medium for games, the sheer cost makes it impractical and Commodore have made it clear that they do not expect to see software released on PCMCIA ROM cards. They see CD as the ideal storage medium for software. So anyone who comments about expecting to see software on PCMCIA has really missed the point.

CD, then, is the way Commodore want to lead the market for software. If you've read ***Amiga Format*** before, and particularly if you've seen *The Annual* (if not, why not!) then you should know why. If not, here's a recap.

Disks are out: they're old-fashioned, they're delicate, they're not of high enough capacity and they're too easily pirated. Software publishers at first believed that ROM cartridges, as used by the Sega and Nintendo games consoles, might be the ideal replacement, but they've discovered that the cost of manufacture is painfully high and that carts take an age (months) to get made.

CDs are much cheaper (£1.70 including case and everything, as opposed to a tenner for a cart), much quicker to make and of a much higher capacity (about 550 Megabytes of data on each one). This makes them the ideal medium for games.

Sega and Nintendo are aware that they have to switch from cartridge to CD to stay alive. Sega are working on a CD-driven machine for release in early 1993 and Nintendo hope to have theirs finished by the start of 1994 (far too late).

Commodore have already pointed out to us that, to them, the cost of putting a CD drive in a machine would be roughly equivalent to putting a floppy disk drive in. As a consequence, it seems perfectly possible that they could have a CD-driven Amiga out in the second quarter of next year.

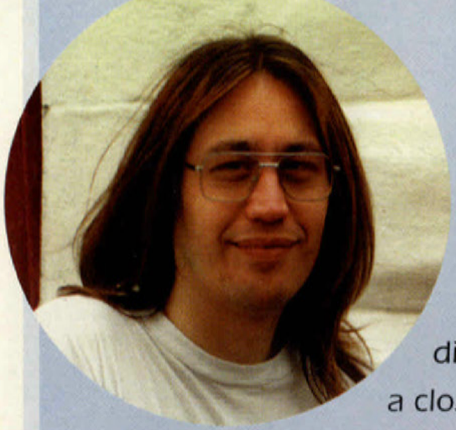
Obviously it will then take a while for CD to take off, but that's why we're asking people whether CD will take over in 1993. We don't expect that CD will take over entirely just yet, but the software producers will need to be thinking about how they are going to make use of the extra capacities of CD.

So how PCMCIA and IDE will affect hardware manufacturers; and how CD and the A1200 hardware will affect software development… those are the key points, for us.

But there's one other really interesting topic to this little conversation with the Amiga experts of the world. What would they like Commodore to do in 1993?

Obvious points are the high-density disk drive (twice as much data on a floppy) in the base-level Amigas, and a new version of the sound chip in the Amiga. From what Commodore said at the launch of the 1200, this latter would involve fitting a DSP (Digital Signal Processor) chip, which is perfectly feasible and only depends on cost.

But what we at ***Amiga Format*** would really like to see from Commodore is an early commitment to CD with the release of a new machine with a CD drive as standard, and no floppy. A similar specification to the A1200 would do nicely, thank you. And that's what we're looking forward to actually happening…



Graftgold Ltd
Andrew Braybrook

Graftgold is the team of programmers who brought the classic **Rainbow Islands** to brighten up the lives of Amiga users. **Andrew Braybrook** was closely involved with the project, and is a long-time exponent of top-class Amiga games programming.

Andrew's comments about hard disk installation, the size of hard disks, and the status of non-official software developers really do deserve a close read by any Amiga owner.

1 I don't see CD-ROM as being the premier storage medium in 1993 at all. After all, music CDs were available in the UK from 1983, and nine years on it is only just becoming the premier media even though it is obviously the best. You have to persuade people that not only is CD-ROM the best, but that it is worth changing over to. That will take a number of great products that really use that extra storage space so that Joe Bloggs realises that he can't do without it. Such products will take a long time to produce, requiring large teams of people.

As far as gams are concerned, the limitation has always been how much you can get into the machine at once and how much you can throw around the screen, not how much you could get hold of from attached devices.

Maybe in two or three years the CD-ROM will begin to bite, but *only* if the right products are produced for it *and* they are clearly better, *and* those products are not available on other formats. Thus we are watching with interest but we could not possibly afford to commit the resources required to develop a product that could use the medium well at the present time.

2 As yet, no products appear to be available on PCMCIA (whatever that stands for!) which is a shame as it would help to combat piracy. Again, any product on this format would necessarily not be available on floppy format and not be copyable to that format. Why is development of this format not being encouraged? We have to compete with consoles *now* and the benefits of ROM storage are well known; no loading time, masses of storage, virtual indestructability, and no copying. We need this format before it's too late. Will there be an adaptor for these cards for the cartridge ports of older Amigas?

As for IDE, isn't 20 meg a little too small? You couldn't get a PC *Ultima VII* on that even if you wiped off all your system stuff. Arcade games are not really hard disk material, they don't tend to load data all that often and would soon burn up any size hard disk. Plus we just don't want to run 'system legal' at all, we need full control of the Amiga and every byte of memory available.

I know CBM would prefer everybody to run system legal but with so many system routines not on the Amiga ROM that causes a problem, and we can't afford to lose 100K RAM to the system. The Amiga operating system is just a little bit idealistic in its design, which tends to be let down by the functionality of the hardware. For example, the disk system loading in whole tracks just to read (or worse, write) one sector. That's great for integrity if the user isn't inconvenienced by having to wait for ages for it to do so. I bet no-one at CBM uses a single floppy disk system. I have to and it isn't pleasant.



Rainbow Islands: still rated as one of the all-time classic Amiga games. Graftgold's pedigree is assured.

3 I am very much looking forward to [developing for] the A1200. It's a large, positive step to compete against consoles. We will be ensuring that all future product is compatible, and revising any older product incompatibility. I would like to be producing A1200-specific versions of games as soon as possible.

It was great to see a lot of new Amiga purchasers at the Future Entertainment Show all clutching their A1200s. It will become the new Amiga standard, I'm sure.

4 I would like to see an end to official developer status whereby any legitimate developer of Amiga software in this country can get help, support and information from CBM. Charging developers an annual fee can't bring in much revenue and discourages new people from getting involved. It's not just the big names like Ocean that should get early new kit, after all they've virtually abandoned Amiga software development, it's the quality end, which is necessarily the smaller developer that produces the products that ultimately impress.

Smaller companies with the right encouragement can react quicker to a new machine than a lumbering giant, but they can't always afford the risk. We want to be involved in the early stages of new hardware, although not so early that the hardware never makes it, eg the Konix console, the Atari Jaguar, but it makes sense that as many initial products are ready as possible.

From the public's point of view, one area that CBM haven't really managed to cover too well is the music side. It might help if they produced a music enthusiast package consisting of an Amiga, a MIDI interface and one or more music package. Musicians want to be able to transfer their data between computers and music hardware, so data interchangability is a must. It's no good just having your own super IFF format if PC and ST programmers aren't using it. A lot of studios currently seem to use PCs, I'm told.

5 1993 products from Graftgold at the moment are limited to Amiga *Uridium 2* and A N Other product to be started around May 1993. At some point an A1200-compatible *Fire and Ice* will need to be produced and it would be nice to enhance it at that time for the new machine. Development beyond that will depend on the state of the market, as it always does.

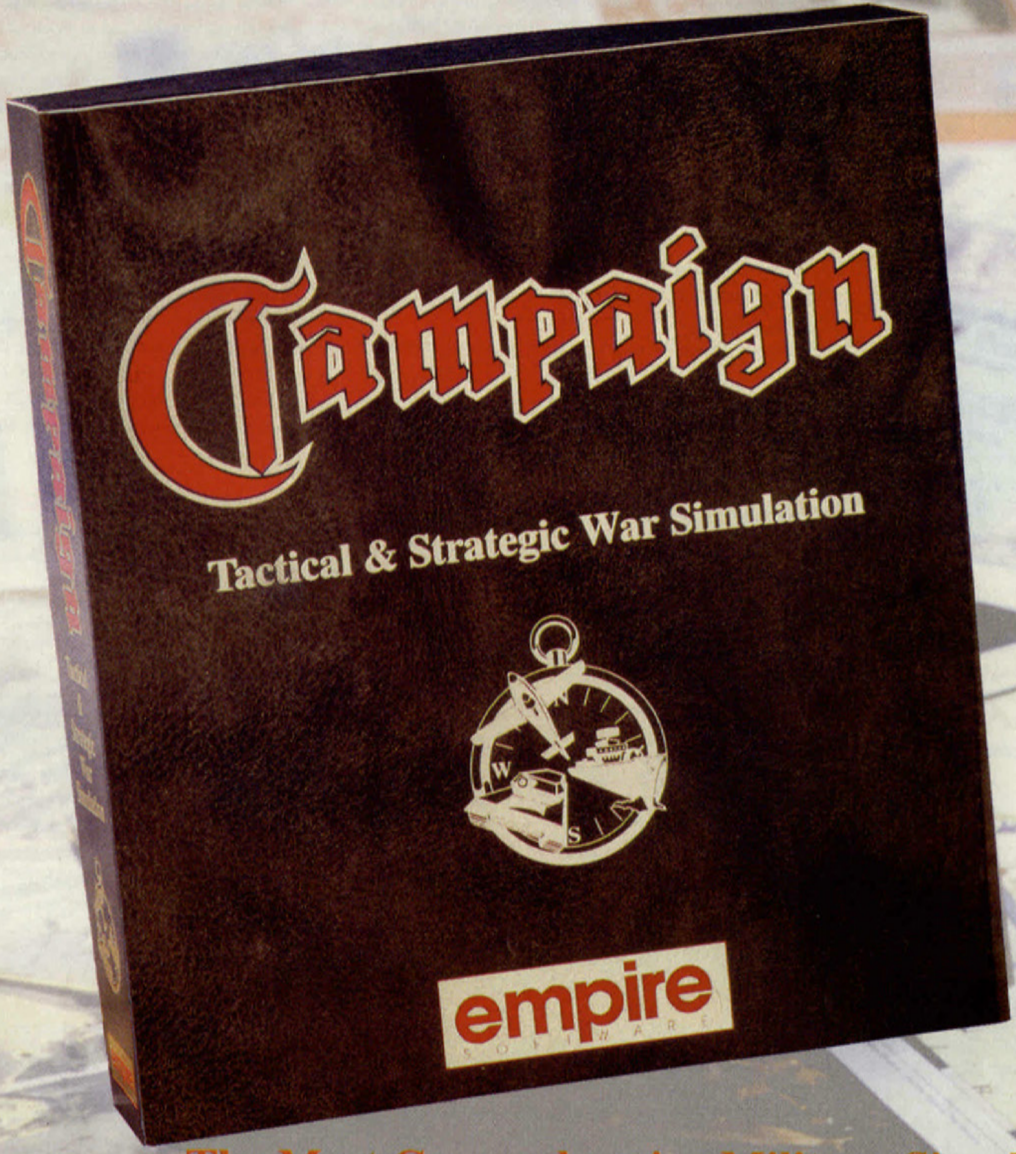
I hope that this is useful to you. Reading it back, my conclusions are that perhaps the questions are a little optimistic about the speed at which things happen even in a hi-tech industry like ours. There's a large difference between a product being available and being established. And I am an idealist at heart but I try to be practical as well these days. Idealism tends to turn one into a cynical moaning psychopath if you let it.

System 3
Mark Cale



The Cale brothers, Mark and Adrian of System 3 decided that, because of contractual obligations with Commodore (and Nintendo) in the form of non-disclosure agreements, they were unable to comment on any of the points we raised. Sad, really.

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empire SOFTWARE

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Programmed by Jonathan Griffiths

Power Computing Tony Inari



Tony Inari is a man who is far from scared about expressing himself on many, many subjects. The most interesting points raised by Tony are as regards PCMCIA – about which he seems at once anti and also pro development of – and his views on what Commodore should be doing for the Amiga. "Print all of it. Don't be frightened!" demanded Tony when he spoke to me after sending the fax; we have, and we aren't, Tony!

1 CD-ROM was promoted as being the premier storage medium of 1992. Also of 1991, and 1990. I suspect the same will be put forward next year. I doubt that CD-ROM in the Amiga will ever gain a significant position in the market, especially with the new Amigas containing IDE rather than SCSI interfaces. The large variety of CD and multimedia CD formats doesn't help the situation either.

2 Look this month's ***Amiga Format***. How many PCMCIA devices can you see advertised? Probably not many. Perhaps the story would have been different if Commodore had given the original A500 a PCMCIA slot along with its side slot. I think that the PCMCIA slot on the A600 will not attract developers, who are already becoming increasingly interested in the capabilities of the A1200. In spite of this, we are working on PCMCIA and expect to have our first product ready in the near future.

3 Perhaps the most immediate effect will be to shelve some of our plans for development on the A600, and I suspect that many manufacturers will take the same action.

We are already developing products for the A1200 – you can expect a version of our colour scanner that takes full advantage of the new chip set soon. You can also rest assured that the Atari Falcon will not be the only home computer with a DSP chip for much longer.

4 Standardisation. There are least seven different models of Amiga, each with different features. Users of all machines expect products that exploit the features of their particular machine. Unfortunately, this generally means that the machines with smaller user bases are not catered for, as producing hardware for 'minority' machines is not economical.

5 As the only Amiga retailer in the UK to develop both our own hardware and software, we are looking forward to an exciting future.

We have many projects under development, and we are working closely with the big players in the computer industry, passing in the latest developments as they happen. Four years ago, an 8 Megabyte RAM board needed over 250 chips. Now the same board can be produced with just four. Watch this space in the coming months.

LucasArts Sue Seserman

LucasArts games were, to say the least, terse but unhappily for us, not to the point at all. They seem to have no views on PCMCIA, CD-ROM, Commodore; in fact they seem to have fewer views than a bricked up bungalow down a mineshaft. Still never mind, this is what they did have to say...

LucasArts Games will be releasing *Indiana Jones and the Fate of Atlantis* for Amiga in the next few weeks. We will have a simultaneous domestic [US] and European launch. At this time, we have no other Amiga projects under way.



***Monkey Island 2*: thousands of Amiga owners bought it, but you're not important enough for LucasArts.**

Silica Systems Andy Leaning

Silica is one of the biggest suppliers of Amiga hardware and software in the UK. Andy wanted to make the following statement before responding: "Please note that these (answers) are from myself, spokesperson for leading wholesaler (Silica Systems) and authorised GVP (Great Valley Products) dealer."

So what we have here is a set of dual answers. In his Silica role, Andy has a very telling point (economically) to make about CD-ROM as it pertains to retailers. This should not be overlooked in terms of the Amiga world as a whole because retailers of Silica's standing have more than a little sway.

On the GVP front, much of this reply should be read in the light of Commodore's swapping to PCMCIA and IDE, and away from trapdoor and SCSI expansion which were both central to the company's hardware range and to their development plans.

1 For games suppliers, CD-ROM will almost certainly become the premier medium. The better sound quality, massive storage capacity etc, will all make CD-ROM games far, far better than their disk equivalents. For serious applications, the benefits will also be just as great – imagine having a word processor where you had access to three or four dictionaries, a thesaurus, grammar checker, graphics package, quotation library and several thousand fonts, yet all on one disc! By the end of 1993, I expect most of the major software houses will be supporting the CD-ROM format. We already stock over 100 CDTV titles, and the prospect of being able to offer our customers an even greater range is very appealing.

2 Although it is still too early to reveal any plans for PCMCIA or IDE development, I can say that GVP are currently looking into this area for possible future expansion opportunities. As part of Silica's constant drive to offer Amiga owners the very best in performance and value-for-money, you can be sure we will announce any developments as soon as they happen.

3 The extra graphics modes and power that the 68020 brings are particularly welcome. GVP have already taken advantage of the AA chip set in their new genlock, and are currently looking into other expansion possibilities to give the A1200 even greater power than it currently offers. Many other developers of hard drives and accelerators expressed concern that with Commodore systems now having 68020s and hard drive support built-in there's no room for them in the market. This isn't a problem for GVP as their hard drives and accelerators are faster than the A1200, even when attached to a standard A500. GVP's problem isn't developing an upgrade, it's how much more powerful they can make it and still keep the low prices.

4 Commodore have done a marvellous job of developing the Amiga line and promoting it and we wouldn't change their own development strategy. GVP, being run by Commodore's ex head of R&D [Gerard Bucas; see interview, *Amiga Format* issue 41], have a very close relationship with them and are very happy with Commodore's assistance, unlike other American mainstream developers who have fallen out with Commodore, want Commodore to continue producing leading edge, value-for-money computers that will build upon and improve their standing in the UK computer market.

5 Both Silica and GVP will continue to develop, announce and market superior Amiga products that give you even greater value-for-money. In the last two months, GVP have launched six new products, this constant drive to give Amiga users the best peripherals and stay ahead of the competition will continue for Amiga models in 1993 and beyond.

Centaur Software
John Sievers

The **Amiga Format** *Gold-winning OpalVision graphics system has ensured that Centaur will be in the forefront of many an Amiga owner's mind for some time to come. This US-based company innovates. The answers we received from Centaur were, however, a little too laden with market-speak and self-promotion to be immensely useful.*

They do bring up one very powerful point about consumer relations however; the point they raise about the Commodore US's Gold Service should be viewed with some element of jealousy by UK-based Amiga owners; basically, the Gold Scheme is a system whereby a faulty Amiga is replaced that day or you are given a stand-in machine until yours is mended. It is also interesting that John Sievers should point out that Commodore's consumer support "varies from country to country".

1 I am sure that CD-ROM will continue to garner a growing share of the mass storage marketplace. We have no specific plans to develop CD-ROM-based products, but given the relatively large size of 24-bit files, it seems likely that other third party developers, particularly in multimedia applications, will produce CDs containing applications which use our OpalVision hardware to display 24-bit images and animations.

Centaur's OpalVision was awarded an *Amiga Format* Gold in issue 42. It shows just what the Amiga can achieve. John Sievers' opinions also merit some reward from Amiga owners.

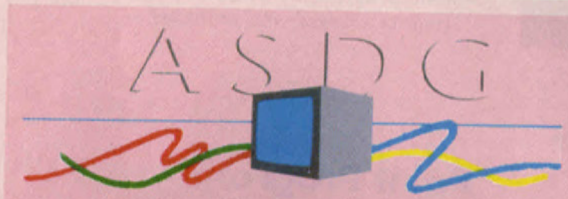


2 The PCMCIA and IDE will have little or no effect on our engineering plans. The OpalVision product line is designed for Amigas with video slots, specifically the 2000, 3000 and 4000 series machines.

3 As I said previously, OpalVision requires a video slot in order to function, so the Amiga 1200 is a moot point. However, the 2Mb of chip RAM and the 'AA' chip set in the Amiga 4000 works superlatively with OpalVision. Seeing 256-colour Amiga-generated animations in conjunction with 16-million colour OpalVision-generated backgrounds and foregrounds is truly awesome.

4 Commodore seem to be doing quite a lot of marketing for their new machines. Obviously, for third-party Amiga companies to thrive, we must have as large an installed user-base as possible for which to develop. We're also looking forward to Commodore's planned international developer's conference. OpalVision has gained rapid acceptance and we're selling it around the world. It is inappropriate to make a generalized statement about how Commodore supports its end users, since this varies from country to country. Here in the US, Commodore has initiated numerous programs, such as their 'Gold Service' warranty program, which have confirmed their commitment to consumers.

5 1993 will be an extremely busy year for Centaur. We'll be finishing the expansion modules for OpalVision during the first quarter. We've got a product which is better than a Toaster, that works in PAL and functions superlatively in any Amiga with a video slot. We'll be providing new versions of *OpalPaint* with enhanced functions and working with third-party developers to complete lots of new OpalVision-specific software.



ASDG
Perry S Kivolowitz

ASDG is a US-based company that has continued to impress the Amiga world with top-range, innovative development. The most recent, and most obvious example of this is the morphing and image processing package MorphPlus*, reviewed in this very issue. Perry's views on the future of the Amiga are interesting in one facet; he does not deal with Commodore UK but directly with the parent company, Commodore Business Machines in the United States.*

As you will see from ASDG's replies, the company is deeply annoyed by the switch to IDE from the SCSI standard which is popular in the United States. PCMCIA is still treated with a less than respectful snub. Because ASDG do deal in a very serious way with the Amiga (in a country where it is a minority machine) these replies deserve to be mulled over...

1 No, I don't, not for 1993. I don't feel this way because I can find fault with CD-ROM as a storage medium. In fact I view CD-ROM as the ideal substrate for software delivery but not in the next year. This is because too few Amiga owners have access to CD-ROM drives now, and I don't see this changing in the near term.

In favour of CD-ROM-based distribution, I cite the following:

CD-ROM duplication is actually less expensive than that of floppies, especially when factoring in that multiple floppy distributions would easily fit on one compact disc.

CD-ROM may afford a degree of theft prevention to those applications which can be made to run from CD-ROM only.

CD-ROMs are more durable and will survive shipping and transit better than floppy disks. I don't recall a case of a CD-ROM losing its identity after being passed through a metal detector for example.

As liabilities of CD-ROM distribution, I cite the following:

CD-ROM duplication has a longer lead time than floppies. This means that last minute changes can't be made right before a product ships. This is a liability to the manufacturer, but an advantage to the consumer since one would hope that this will force better testing of products before they ship.

And, as I mentioned above, not many Amiga owners have a CD-ROM drive at this time.

2 All ASDG products are hard disk installable. In fact, it is difficult to use our products without a hard drive. Having a hard drive come standard with a baseline machine is, therefore, a benefit to us.

I do view IDE as a major step backwards and is specifically hurtful to ASDG. I don't think that Commodore took into account that many peripherals (which are important to the Amiga) besides hard drives are SCSI devices. For example, I am not aware of any IDE scanners, printers or film recorders. SCSI, on the other hand, is the communications method of choice for such devices. I don't see PCMCIA interfaces as affecting our company.

3 I see the A1200 as having the single largest potential of any of Commodore's announced near term plans. Specifically for ASDG, an entry-level machine of that calibre will mean more Amiga owners will have the necessary iron to run and make use of our advanced imaging products.

For the community as a whole, I think it stands an excellent chance of encouraging proliferation of the Amiga at the low end. Apple's history tells us that widespread use among youngsters translates into widespread use among those same people as they grow into more demanding circumstances.

4 I can express my wishes for Commodore very succinctly. Pick a focus, stick with it, and pursue it responsibly.

5 The industry and the community can expect more of the same from ASDG. Much more. We have the world's best-selling image processing package (*ADPro*), the visual effects package causing the greatest stir in Hollywood (*MorphPlus*), the 1992 *Amiga World* Readers' Choice for Best Text Editor (*CygnusED*), (and) several other first ranked products. *[Not really cutting edge 'opinion' this – Features Ed.]*

We are working on the next generation technology in both hardware and software, in the narrowly focused field of colour image processing.

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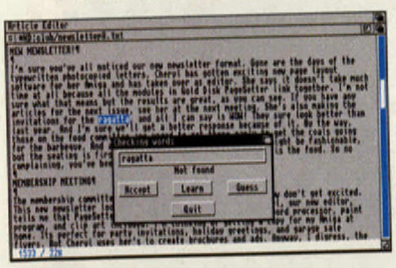
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Team 17 Martyn Brown

A development team, Team 17 brought us **Alien Breed** and **Assassin** to name but two. The interesting views to read here are on the A1200 (not that the rest of what they have to say is not of interest). Here we get a very positive response to the machine and to the opportunities it offers for some new ideas, new games and new enthusiasm for an Amiga market which is has been in a state of some flux since the launch of the A500 Plus a year ago. Also take note of the positive feel for the notion not of IDE but of hard disks being put in front of Amiga owners as standard as opposed to as add-ons for the machine. Team 17 seem to be well behind the Amiga in all its forms.

1 Currently our thoughts with regard to CDTV are mixed. On one hand we are considering releasing current and back-catalogue products 'enhanced' for CDTV – which may include music and other bits, but on the other hand we are unlikely to develop original or specific CDTV versions until we are certain that it will be the success that Commodore suggest. Personally I have my doubts, it's a good idea but I feel it's just a little expensive and doesn't offer any radical improvements to current/back catalogue to people upgrading. Of course there is some nice CDTV software, but not enough of it to make people go out and buy one [a CDTV, that is]. It's the old chicken and egg story once more.

2 PCMCIA and IDE are welcome additions to the Amiga range, I feel the PCMCIA is a little late however, and at the moment we have no plans to support it, although that position could easily change. It could work very well for both the end-user and the software company (ie fast access, less piracy accordingly) but we'll sit back and see what happens. For the mean time it's a case of supporting the medium that the majority of people use which, at the moment has to be floppy on A500/A600 and A1200. The increasing population of hard drives is something we are taking notice of and if it wasn't for the fact that for software to run from HD you really have to be using the operating system then we would already be supporting them.

Currently our games really use all available RAM from a 1meg machine which has thrown the system out. If you wanted a hard drive version (and this accounts for the four disk *Project-X*) then you would require 1meg chip RAM and 1meg fast RAM. It's purely for this reason that we didn't include a hard drive installation program for *PX* although I realise some people will have that memory configuration. Of course it's something that we will consider with all future projects, especially if it's very easy to implement.

3 We too are very excited by the prospect of the A1200, it's a little too late for us to write A1200 versions of current projects but we will probably write 1200 versions of all new projects, including *Alien Breed 2* and *X2* (working title of a possible follow-up to *Project-X*). Obviously with VGA graphics it also gives us an excuse to produce graphics for a top-end PC version as well as an Amiga version, although I'd like to stress that we will still continue to develop for Amigas as a priority. 2Mb chip, 5x processor speed, 4x blitter/DMA speeds, 256 colours and 4-bit playfields might not mean much to the man on the street but I think he might notice the difference when we start producing arcade-type software using all that stuff! Time for the old jaw to start dropping once more... and I think that's what Amiga users had begun to miss. Smoother scrolling hardly applies to our products as we usually scroll at 50Hz and scrolling doesn't get any smoother, but it does mean we can update everything else much quicker and also put more of it on screen. Luvvly Jubbly.

Privately we're a bit miffed that CBM never asked us to do anything on the 1200, given our track record for producing technically clever Amiga games, but never mind... I suppose we now have an opportunity to show them what they were missing. It's a pity there wasn't a change to the Paula chip though, even if another four channels were added to the sound chip.

4 I suppose I'd like to see Commodore being a little more active with its developers, but then again we haven't been in too much contact with them ourselves so I can't complain, but a little more interaction wouldn't do them any harm. For the public, Commodore shouldn't have really stabbed 600 users in the back by dropping the price suddenly without warning from £399 to £299 – not when everyone knew the 600 *had* to be £299 when it was first released for it to be a success.

I have to applaud CBM for the pricing of the policy of the 1200 though, it really is a step forward in the right direction although I know of a few people who have just bought 600s and are a bit sick! The influx of 1200s will mean an awful lot of second-hand A500/600s on the market, and I suppose that means even more users as everyone clambers to upgrade, 30,000 machines isn't an awful lot though and it's going to be some time before the public sees the stream of 1200-intensive software hit full flow.

5 At the moment our plans are for continued support of the Amiga series and we'll be keeping a watchful eye on other developments, especially the CD-ROM area and home computer developments. It's a relief that CBM have breathed life into the Amiga series with the 1200, it certainly needed it, as developers we are running out of ways to push the machine.





Alien Breed from Team 17 might look a little 'Back-to-basics' but it is undoubtedly a mightily playable game. With the advent of the A1200, games such as this and *Project-X* (right) should be shooting at us faster, with more colours and with even better graphics than ever before. At least that's what you would expect having read Martyn Brown's comments. With any luck, you might even be able to install them on to hard disk as well.

HB Marketing Keith Howell

HB Marketing has been one of those companies that has continually fuelled the Amiga market over the years. Their main business is as a distributor and importer of Amiga hardware and software, but HBM is also home to the GeniSoft software label.

Even if they have not themselves been at the fore-front of development for the machine, HBM have certainly ensured that new products reach the UK. Keith Howell is particularly keen on sourcing new, innovative Amiga ideas that surface in all corners of Europe. He is both astute and enthusiastic when it comes to the Amiga and. more than most, he is aware from his day-to-day business of what the average Amiga owner and user wants from the machine, from developers, and from Commodore. Although Keith's answers are terse, they should be taken on-board.

1 I agree that CD-ROM will be the format of the future but, I don't think 1993 will be the year we see a huge switch to CD technology, purely because of the unit price point of drive units. I suspect that it will take more than 12 months for the general momentum to build up.

3 I don't like the idea of external power bricks and see that this has been perpetuated with the A1200 – I can only assume it is done to save time and money on obtaining safety approvals in various countries – it is a somewhat untidy solution.

5 The development of 'wireless' joysticks and mice would make for tidier installation and more comfortable use.

I would like to see some effort put in to reinforce the Amiga's role in its niche video market. Whilst it is currently seen as the machine for the domestic video user, that is likely to be overtaken during 1993 by the rapid arrival of video graphics accessories for the MS-DOS platform. If that is allowed to happen then the Amiga will evolve into a pure games machine – albeit a very successful one.

Part of the drive to save the Amiga's reputation as *the* video PC would be to position the newer 'power' machines against the current 486 SVGA offerings which are now well under £1,000.

Keith declined to answer questions 2 and 4.



Vivid Image Mev Dinc

Mev Dinc is 'one of the characters' of Amiga games development. Vivid Image's First Samurai *came has a refreshing shock to many a reviewer, and some of Mev's responses to our questions will hit you in the same way. Although he is most famed for an often-reprinted picture of himself bare-chested and surrounded by geisha girls in front of the Battersea Peace Pagoda, Mev has a clear view of the Amiga world, and of the needs of Amiga users. His views on CD standardisation, and the A1200 should be kept for futher reference; the standardisation of CD storage formats will become a central question in the next few years.*

1 For the time being, we are still closely monitoring the developments on CD-ROM technology.

I believe the potential is there for everyone to see, but some companies are trying to make use of this technology too early to capture the marker share. This had led to some CD-ROM hardware coming out without good quality software.

I believe for the hardware to succeed, the software has to match the quality of the hardware and fully exploit it capabilities. The CD-ROM software we have seen so far fails to convince the public that this is the premier storage medium for the Nineties. I think this is reflected in the very slow growth of Commodore CDTV, Philips CD-i and to some extent, Sega Mega CD.

We must invest as much time and effort in the development of the software as the hardware manufacturers have spent in the development of the hardware technology. We have to fully understand the new medium and take a completely new approach towards developing software for it.

I also hope that the hardware manufacturers agree on a standard format for the CD-ROM. This would certainly aid its success.

I think the CD-ROM will be the premier storage medium in the near future, not in 1993, but perhaps in late 1994 or early 1995. I am looking forward to CD-ROM becoming the premier storage medium. That is when we will and should be making mini-movies, not just games, with more and better graphics and greatly improved sound.

2 I think the industry would welcome some sort of hardware protection on the Amiga. The success of it would depend on how expensive it is and how much help Commodore would provide for publishers and developers..

We spend a lot of time in ensuring that our games take very little time to load and that there is minimum disk access during play. So I don't think we need consider hard disk installation.

3 I am very pleased with the public response to the A1200. For it to really succeed we need a lot of assistance from Commodore. Commodore should help developers to obtain the hardware with full spec' so that we can establish its potential as soon as possible.

The success of the A1200 also depends on whether we can use the 256-colour VGA graphics in 8 bit planes [*I think they'll find they can – Ed*] and whether this mode is fast enough to write good quality arcade games. If yes, then this would mean the software written for the A1200 would easily be transferable to PC VGA or vice versa.

4 As I have already mentioned in my answer to question three, Commodore must provide help to the developers in getting the hardware and the full technical spec'. They must also take a more active role in the creation of good quality software; after all, it is the quality software that will ensure the success of the A1200.

They should encourage developers and publishers to take full advantage of the hardware. Where possible, Commodore could even provide financial assistance to developers who are trying to fully exploit the A1200 hardware, but who have not got this support from a publisher.

As far as the public is concerned, Commodore must make sure they don't price the A1200 out of the market. I know the A500 succeeded but after a long period and also at a time when there wasn't strong competition from other hardware manufacturers. This time it is different as we now have Sega and Nintendo with their 16-bit consoles and good quality software.

5 Our immediate plan for 1993 is to complete the development of the *Second Samurai* and to make sure that it is the best game of its type on the Amiga.

We are also looking forward to the release of the *First Samurai* on Nintendo Super NES in Spring 1993, and to developing the *Second Samurai* on Super NES, PC VGA and MegaDrive formats.

Beyond this we will be closely watching how the A1200 progresses. We will probably do special versions of both the *First Samurai* and then the *Second Samurai*, making use of the new capabilities offered by the A1200.

We will also try to get into CD-ROM development as soon as possible so that we will gain the experience necessary to make sure that Vivid Image will continue to develop good quality original games in 1993 and beyond.



The First Samurai from Vivid Image caused quite a stir (and quite a few surprised reviewers) when it came out. We can only hope that Mev's opinions do the same.

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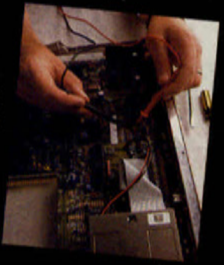
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At the time of placing your order we will advise you of anticipated delivery time and answer any other queries you may have regarding your purchase. All major credit cards accepted.

Technical Support

The Phoenix product helpline ensures that all our customers benefit from the highest level of after sales technical support.



We also offer advice to help you in choosing exactly the right product for your requirements thus eliminating the possibility of an unwanted or unnecessary purchase.

Despatch 0532-310796

Once you have made the decision to purchase from Phoenix your order will be dispatched promptly and without fuss.



Using one of the countries leading courier services ensures that your goods arrive on time, intact and in the same condition they left our stock.

A Warm Welcome to Christmas '92

Welcome to our three page Christmas-Special which has all the products you need to make this a "Happy Amiga Christmas!"

Page one is devoted to 'Options', packs which are designed to take the headache out of your choice this Christmas. All year we have been gathering regular feedback from our customers on what they think are the essential items to be found in a pack. From this information we have assembled what we and the Amiga buying public believe to be the ultimate in packs at unquestionably the best prices.

Make 'Options' your only option this Christmas!



James Millard
Managing Director

OPTION 1 — ARCADE ACTION PACK

This Pack, built around the A600 1Mb machine, will provide you with everything you need to create your own in house' all-action arcade environment. Exploit the Amiga as the ultimate games machine!!!





NORMAL R.R.P. inc VAT............ £604.85
PHOENIX OPTION 1 **£539.99**

WHAT YOU GET!
- A600 1Mb
- Phillips Monitor 8833 MkII
- 10 Capacity Disk Box
- 10 Phoenix Bulk Disks with Labels
- Two Joysticks (fully microswitched)
- Mouse-Joystick Switch
- Phoenix Stereo Hi-Fi Sound Speakers
- ZOOL Software Pack (10 High Quality Games inc. ZOOL, striker)
- 8mm Mouse Mat

OPTION 2 — HOME OFFICE

This pack is based round the A600 HD giving you all the advantages of an electronic office environ-ment in the comfort of your own home. Alongside the A600 HD, Phoenix also provide you with a top selling 9 PIN dot matrix colour printer, a highly rated software package - rated 84% in Amiga Format - our own Phoenix Deluxe drive, and a full range of top quality accessories, making day to day household management easy!!



NORMAL R.R.P. inc VAT............ £986.85
PHOENIX OPTION 2 **£939.99**

WHAT YOU GET!
- A600 1Mb (20Mb HD)
- Phillips Monitor 8833 MkII
- Star LC100 9 PIN Colour Printer
- 3.5" External Drive
- PA 601 RAM Expansion
- Europress "Mini Office"
- 10 TDK 3.5" Disks
- A4 Copy Holder
- Anti-Glare screen
- 500 sheets of Paper
- 8m Mouse Mat

OPTION 3 — FAMILY PACK

Based on Commodores Epic•Language pack, Option 3 gives the whole family maximum use of the Amiga.



Phoenix have added to the top quality software titles already in the pack with a choice of fun school titles for the children and Monkey Island 2, (Amiga Format Gold winner). They complete what is an unbeatable software based pack. Whether it's word processing, learning, home accounts or just good old game playing, the FAMILY PACK is all you need.

NORMAL R.R.P. inc VAT............ £1006.86
PHOENIX OPTION 3 **£929.99**

WHAT YOU GET!
- A600 1Mb Epic/Language pack (20Mb Hard Drive)
- Phillips Monitor 8833 MkII
- Star LC100 9 PIN Colour Printer
- PA 601 1 Mb RAM Expansion
- Fun School 3+4 Monkey Island 2
- 50 Capacity Disk Box
- 10 Phoenix Bulk Disks with Labels
- Joystick (fully microswitched)
- 8mm Mouse Mat

OPTION 4 — CHRISTMAS CRACKER

"Unbelievable", "Crazy", are just some of the quotes from the industry regarding the demise of the A500+.



Destined never to be sold again the A500+ was superceded by the A600 range. However, Phoenix have secured one of the largest stocks in the UK of the Cartoon Classics Pack and offer you the very last chance to purchase this legendary machine!!

PHOENIX OPTION 4 **£279.99**
A 500+ Cartoon Classics 2Mb...................... £314.99

WHAT YOU GET!
- A500+
- 1Mb of RAM expandable to 10Mb
- Workbench 2.04
- Real-Time Battery Backed Clock
- Full Comprehensive Manual Set
- Mouse
- TV Modulator
- External PSU
- Lemmings
- Captain Planet
- The Simpsons
- Deluxe Paint III

WHY OPTIONS

- **ALL PRODUCTS** are full UK spec.
- **ALL PACKS** supplied with full connecting cables for immediate operation.
- **FREE** 'Getting Started' technical guide.
- **FREE RETURN TO PHOENIX** pick-up on all faulty hardware within 30 days of purchase.
- **FREE UK DELIVERY**- on all 'Options' packs
- **FREE DUST COVERS** for Computer, printer and monitor when purchasing an options pack.
- **EXCLUSIVE** technical helpline number.
- **THE KNOWLEDGE** that you are purchasing from one of the premier mail order companies in Europe.

If you wish to upgrade any major item of hardware in the 'Option Pack', simply tell us at the time of ordering and we will just charge you the difference in price between the two products. Easy!

SPECIAL CHRISTMAS OPENING TIMES

Mon-Sat 9.00-7.30

PHOENIX

A 1200 AMIGA 1200 NEW

Probably the home computer of the decade, the A1200 is the latest addition to the Amiga family. Incorporating a new internal engine and many more exciting and powerful features, this machine truly takes the Amiga family into the next generation!!!!!!!!!

FEATURES INCLUDE:

68020 Processor Running at 14 Mhz • 2Mb Chip RAM (expandable to 10 Mb using 4Mb fast memory PC MCIA cards and 4 Mb 32-bit RAM in CPU slot) • New double "AA" graphics chip set • 256 colours on screen from a 16.8 million colour palette • Full Amiga Key board (with Alpha numeric key pad) • CPU local BUS slot, (card edge).

Phoenix Price Only £379.99

A 600 NEW PACKS

'THE WILD, THE WEIRD & THE WICKED'

1 Mb A 600 as standard and includes the excellent value Software titles: Deluxe Paint III • Formula One Grand Prix • Putty • Pushover

Phoenix Price Only......... £339.99!

A 600 2Mb *(incl. above software)*......... **£379.99**

'EPIC•LANGUAGE PACK'

1 Mb A 600 as standard and includes **20MB HARD DRIVE** the excellent value Software titles: Deluxe Paint III • Trivial Pursuit • Epic • Myth • Rome

Phoenix Price Only......... £484.99!

A 600 2Mb+20 Mb Hard Drive £524.99

(both include the above detailed software)



The stand-alone A 600 is compact, semi portable, fully featured and can be purchased in the following configurations:

A 600 .... £274.99
A 600 HD ..... NOW ONLY £429.99
A 600 2Mb £314.99
A 600 HD 2Mb £469.99

A 600 RAM EXPANSION

Phoenix PA 601-populated-1Mb..... £44.99
Phoenix PA 601-unpopulated-0Mb... £24.99
Phoenix A 600 ROM Sharer........... £29.99
Keyboard switchable!

A 4000 AMIGA 4000

Features Include: 68040 32 Bit Processor running at 25 MHz (upgradable) • New Double AA chipset with 16.8 million colours • high density 1.44 Mb floppy • 120 Nb IDE hard drive • New Workbench 3

AMIGA 4000.................... £2,229.00
A 4000 with 40/240/425 Mb Hard Drive....... £POA

1500 AMIGA 1500

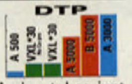
2.04 Workbench Includes: Deluxe Paint 3, Platinum Works, Home Accounts, Toki, Puzznic, x Elf, Amiga Format Book and Joystick

AMIGA 1500............... ONLY £539.99

A 500 EMULATORS

GVP PC-286 16MHz........................ £239.99
KCS Powerboard (with DOS 4.01)....... **£199.99**
KCS Powerboard £184.99
KCS adaptor for 1500/2000... ONLY £59.99
Vortex A Tonce Plus 286 (16MHz)... **£214.99**

32-BIT ACCELERATORS NEW



The incredible speed of 32-Bit technology at a price you can afford only from S.S.L. Ray tracing an image that takes 24-hrs on a standard Amiga takes just **1 hr. 36 mins.** with an A5000!! **FREE** maths co-pro included with both A/B5000 accelerator cards.

A5000 + 1MB 16.67 Mhz **£249.99**
A5000 + 2MB 16.67 Mhz **£289.99**
A5000 + 3MB 16.67 Mhz **£319.99**
A5000 + 4MB 16.67 Mhz **£349.99**
B5000 + 1MB 25.00 Mhz **£499.99**
B5000 + 2MB 25.00 Mhz **£669.99**
B5000 + 3MB 25.00 Mhz **£829.99**
B5000 + 4MB 25.00 Mhz **£979.99**

A 500 HARD DRIVES

GVP IMPACT SERIES II Hard Drives, the fastest Hard Drive/Controller for the Amiga. Features Game Switch, external SCSI port, FAAASTROM SCSI Driver, GVP's custom VLSI chip and internal RAM expansion up to 8 meg! Units use high specification fast-access QUANTUM Hard Drives coming with **2 yr. guarantee.**

A500-HD8+ 42 Mb .... NEW! £289.99
A500-HD8+ 80 Mb .... NEW! £379.99
A500-HD8+ 120 Mb £424.99
A500-HD8+ 240 Mb £689.99

DRIVES ROCTEC

SALE OF THE CENTURY!!

Phoenix in association with Roctec and Conner, continue to achieve massive sales on this high specification, quality product. Due to the buying power of Phoenix we are able to maintain these incredible prices-prices that have left the competition **GREEN** with envy-and the Amiga buying public licking their lips. **Stocks will only last until the end of November.**

ROCTEC 40 MB........................ £259.99
ROCTEC 85 MB........................ £299.99
ROCTEC 120 MB...................... £364.99

Featuring Connor drives-very fast access times-(19ms or better) • expand up to 8 Mb using 1 Mb Simms only • 1 year guarantee • slimline design ideally colour matched to the A500 • Own power supply.

ROCTEC (controller Only)................ £164.99
Same specification as the above but without the hard drive fitted so you can fit your own. Please specify IDE or SCSI.

EXTRA MEMORY-Only £25.99 per Mb.

HARD DRIVES 1500/2000

Series II Hard Disk Controller/RAM card.... £114.99
Series II 42 Mb Hard Disk and RAM card.. £269.99
Series II 80 Mb Hard Disk and RAM card.. £339.99
Series II 120 Mb Hard Disk and RAM card... £399.99
Series II 240 Mb Hard Disk and RAM card........ £639.99

EXTRA MEMORY-Only £25.99 per Mb.

A 500 ACCELERATORS

GVP Combination Accelerators & Hard Drives-The ultimate expansion product for the Amiga 500!

A530 Combi 40MHz + 52Mb Hard Drive....... £659.99
A530 Combi 40MHz + 120Mb Hard Drive... £757.99
A530 Combi 40MHz + 240Mb Hard Drive..... £979.99
A530 68882 Co-Processor........................ £204.99

FAST ACCELERATORS 1500/2000

GVP G-Force 030-25MHz + 1Mb............... £545.99
GVP G-Force 030-40MHz + 4Mb................ £784.99
GVP G-Force 030-50MHz + 4Mb.............. £1099.99

FAST ACCELERATOR RAM Modules

1Mb Simm-32 Bit 60 Nanoseconds........ £65.99
4Mb Simm-32 Bit 60 Nanoseconds..... £182.99

PC EMULATORS 1500/2000-3000/3000T

Vortex 'GOLDEN GATE' NEW! £419.99
This emulator is the ultimate bridge between PC/AT platforms and the Amiga. If you think this is for you, cross to page three for specification details in this months 'Trail Blazers' section!

IMAGE PRINTERS

STAR

LC-100 Colour.................... NEW! £159.99
9 PIN colour printer with paper parking, eight fonts and electronic DIP switches.
LC24-100 .... NEW! £189.99
24 PIN with compressed data mode, 16 K buffer and 10 letter quality fonts,(with Star printer driver only).

LC-20.. £129.99
LC-200 Colour.................................. £195.99
LC24-20... £199.99
LC24-200 Mono £219.99
LC24-200 Colour............................... £268.99
XB24-200 Colour.............................. £379.99
SJ48 Bubblejet .... NOW ONLY £219.99
Star printers come with one year warranty.

CITIZEN

Swift 240 Colour............... NEW! £279.99
Swift 240 Mono................ NEW! £259.99
Swift 200 Colour............... NEW! £219.99
Swift 200 Mono................ NEW! £199.99
Swift 9 Colour........ SPECIAL OFFER £179.99
Citizen printers come with 2 year warranty.

HEWLETT PACKARD

Deskjet-550C *(colour printer)*.... **NEW! £559.99**
300 dpi laser quality output • sharp blacks and 16 million colours available • six built in type faces-4 scalable • improved media handling • several paper sizes • **FOUR TIMES FASTER** than previous H.P. Deskjet range.
Deskjet 500............. SPECIAL OFFER £329.99
Deskjet-500 Colour......................... £449.99
HP printers come with 3 year warranty.
HP black ink cartridge £24.99
HP colour ink cartridge £29.99

AUTO SHEET FEEDERS

STAR LC20...................... NOW ONLY £57.99
STAR LC200....................................... £59.99
STAR LC24-200.................................. £62.99
STAR LC24-20.................................... £62.99
STAR SJ48... £49.99

JET BUBBLE JET

CANON BJ 10eX.............. NEW! £224.99
Upgraded version of BJ10e, the worlds biggest selling portable inkjet printer.
CANON BJ 20....................... NEW! £319.99
More Features than the BJ10, includes Auto sheet feeder. Top selling-Highly Recommended
CANON BJ 300..................... NEW! £374.99
80 column bubblejet provides laser quality output.
CANON BJ 330..................... NEW! £499.99
136 column bubblejet.
CANON Bubblejet cartridges........... £17.99

PHOENIX PRINTER PACK

Supplied with **ALL** printers containing 1.8m std. printer cable, printer ribbons/cartridge and 250 sheets of paper absolutely **FREE**.

PRINTER ACCESSORIES

We have a large range of **high quality** printer accessories for all the printers we sell including: **dust covers from £2.99 • Ink cartridges from £13.99 • Mono ribbons from £3.50 • Colour ribbons from £7.99 • Printer stands from £7.99**

SILICON CHIPS

AMIGA CUSTOM CHIPS

Kickstart 2.04 ROM.. £34.99
Kickstart 1.3 ROM.... £27.99 **Fatter Agnus 8372A.. £34.99**
NEW Super Denise. £29.99 **CIA 8520A................. £9.99**

MEMORY CHIPS

4 Mb x 9 (-70) Simm.... £99.99 **1 Mb x 4 (-80) Zip..... *£34.99**
1 Mb x 9 (-80) Simm... £27.99 **256k x 4 (-80) Zip...... *£29.99**
256k x 9 (-80) Simm... £12.99 **1 Mb x 1 DRAM.......... £3.49**
256k x 4 DRAM............. £3.49 ***This price is for 1 Mb of RAM**

These chips cover practically every popular memory expansion or Hard Drive system on the market for the Amiga ie. GVP, SUPRA, MICROBOTICS, COMMODORE

"I must write to congratulate you on the efficiency of your mail order staff."
Robert S. Blair ~ Denmark

X-PAND MEMORY EXPANSION

SUPRA 500RX the ultimate in Fast Ram expansion units. *(*Uses 256x4 Zips)*

8 Mb pop to 1 Mb*............................ £99.99
8 Mb pop to 2 Mb*............................ £124.99
8 Mb pop to 2 Mb.............................. £149.99
8 Mb pop to 4 Mb.............................. £209.99
8 Mb pop to 8 Mb £309.99

VISION MONITORS

PHILIPS 8833Mk II........ ONLY £194.99
Colour Stereo Monitor now including **'Lotus Turbo Challenge'**, and 1 years on-site warranty.
COMMODORE 1085 SDI £216.99
COMMODORE 1084 SDI.......... £199.99

All monitors are supplied with a FREE cable for connection to your Amiga.

MONITOR ACCESSORIES-

14" Dust covers.................................. £4.99
14" Tilt & Swivel stand.................. £13.99
Anti-Glare filter screen.................. £19.99
A4 Copy Holder................................. £12.99

"This is is the second time I have dealt with you and each time have had excellent service and rapid delivery"
Peter W. Beaumont~ Huddersfield

MEDIA DISKS

Don't confuse these quality disks with others currently available. 3.5" 100% certified error free 70% clip. All disks include **FREE** high quality Phoenix labels.

10.................. £4.99 **200.................... £72.99**
25................. £12.99 **500.................. £174.99**
50................. £22.99 **750.................. £259.99**
100.............. £39.99 **1000................ £339.99**

TDK Branded disks- High performance media from the experts-box 10 with labels.

10.................. £5.99 **100................ £52.99**
50................. £26.99 **500.............. £249.99**

1000 Phoenix Disk Labels................. £9.99

WIRED LEADS & CABLES

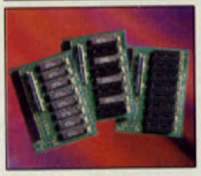
Midi-Midi 2m.... £3.99 **Modulator ext.... £9.99**
Midi-Midi 3m.... £4.99 **Amiga-Scart..... £9.99**
Midi-Midi 5m..... £5.99 **Amiga-8833MkII. £9.99**
Disk Drive ext.... £9.99 **Joystick long ext.. £4.99**

Mouse/Joystick ext.................................. £4.99
Mouse/Joystick splitter............................ £4.99
***Serial/Modem cables.............................. £9.99**
***Amiga-Multisync.......................... from £9.99**
***Amiga-Microvitec.................................. £9.99**
***Amiga-CPC monitor................................ £9.99**
***Amiga-RGB/TV.. £9.99**
***SCSI Cable various £9.99**

Printer 1.8m......... £5.99 **Printer 2.0m HQ... £7.99**

***For full details of these cables or information regarding the right cable for the job call 0532-311684. Custom built leads are no problem Phoenix.**

A500+ PHOENIX 2 Meg RAM Upgrade Modules



A PHOENIX RAM module can expand your chip RAM up to 2 Mb by using the trapdoor expansion port. Extra RAM is necessary to unleash the incredible graphics capabilities of your Amiga. All our boards carry a full 2 year no quibble replacement guarantee. **It's never been cheaper to upgrade!**

1 Mb Fully populated RAM board.... NOW ONLY £34.99
1 Mb unpopulated RAM board......... £16.99

VIDEO MULTI-MEDIA

Rombo's Vidi Amiga 12 is the replacement for their complete colour solution bringing you the world's first mass market colour digitiser for **under £100.**

VIDI-AMIGA 12 .... ONLY £79.99
Outstanding features and plenty of **VFM!**-*(Value for money!)*-Highly Recommended.

ROCGEN Plus £129.99
Quality features and performance-Recommended.

ROCKEY BY ROCTEC
The new chroma key unit - used in conjunction with a Genlock - allows you to superimpose live video over graphics or video-substitute the brightness portion of a video source with a keyed image-Embed live video in graphics!

Phoenix Price...................... £269.99

TRAIL BLAZERS-WHAT'S NEW IN NOVEMBER 1992!

In this month's pre-christmas "TRAIL BLAZERS," we focus on some of the best products and peripherals currently on release for the Amiga.

PHOENIX 1Mb A600 UPGRADE



Simply the Best !

...£44.99

ROCTEC ROCLITE

This famous super slim drive has now been upgraded to include Anti-click and virus checker - We have reluctantly had to raise the price of this product due to the variance of the dollar rate. However to soften the blow we will include a FREE disk head cleaner worth £3.99

Phoenix price..........£64.99

VORTEX 'GOLDEN GATE'

Designed for the Amiga 1500/2000/3000 and 3000T this is a 25MHz 80386SX PC/AT Emulator. PC/AT slot support-Max 16 Mb PC/RAM, 4Mb for Amiga-Will use PC/AT IDE Hard Disk and floppy disk drives 2.88 Mb under Amiga DOS, highly recommended.

Phoenix price.........£419.99

FINAL COPY-UK VERSION

This powerful, unique WYSIWYG word processing package is the best value choice for your Amiga, sharing many of the features of full-blown DTP packages

Phoenix price.........£69.99

Be safe in the knowledge that you are buying the official UK version of the product from Phoenix. *BEWARE of dealers offering "Latest version" of Final Copy. This may be American product and should not be sold in the UK!*

AMOS PROFESSIONAL

The most eagerly awaited software package of the year, has just received an award of 97% in CU AMIGA. Francois Lionet's superb creation has now evolved to include numerous new features developed from Amiga users ideas and feedback. Don't miss this six disk Bonanza!

Phoenix price £44.99

OPAL VISION

Amazing new 24-Bit graphics card and video system for the Amiga 1500, 2000 and 3000. Includes software suite worth hundreds of pound. With an incredible performance, this is simply awesome.

Phoenix price.......£739.99

PHOENIX PRODUCTS

MOUSE/JOYSTICK SWITCH.................£13.99
Don't damage your Amiga's ports! This device saves wear and tear makes switchover ***FAST***, and does **NOT** require power unlike many others.

COMPUTER/VIDEO SCART SWITCH....£19.99
Flip between Video/computer signals at the push of a button.

Phoenix Stereo speakers..... NEW! £29.99
Superb sound and excellent dynamics. These two-way stereo Hi-Fi speakers are an Amiga standard- **Excellent companions on any gaming soiree!**

DISK DRIVES 3.5"

All drives feature super slim design, enable-disable switch, thru port and come with a **1 year replacement guarantee!**

Phoenix Deluxe Drive....................£47.99
Roctec Roclite..................... NEW! £64.99
This famous drive has now been upgraded to include Anticlick and Virus Checker
Disk head cleaner..........................£3.99

FREE FAST UK DELIVERY

NEXT-DAY COURIER ONLY £4.50

MUSIC! AMIGA MUSIC

Attention all you music lovers! Phoenix have kept this unbeatable music deal running for you throughout the Christmas period.

MUSIC-X Jnr....only £15.00
When purchasing either a Phoenix Stereo Sampler or Pro Midi 2 Interface
Please Note: this is a limited offer only while stocks last!

STEREO SAMPLER......... NOW ONLY £29.99
Combines ease of use with state of the art analogue to digital conversion technology.(inc. **FREE** sample editing software +audio lead)

PRO-MIDI 2 INTERFACE....................£24.99
This fully featured professional quality midi interface is very flexible giving semi-patch bay facilities. It has five ports in, out, thru and two switchable out/thru. (inc. **FREE** midi lead)

GVP DIGITAL SOUND STUDIO...........£54.99
High quality sound sampler for all Amiga Computers
Amiga Music Made Easy-Only from Phoenix!

A 570 CD ROM

This essential add-on has finally arrived, suitable for A500/A500+, A570.

Phoenix price... ONLY £329.99

MICE & TRACKBALLS

NAKSHA Upgrade Mouse.............£24.99
(With Operation Stealth, mat & holder)
Roctec Mouse..................................£13.99

GOLDEN IMAGE
Mega Mouse.................................£12.99
(Has just received 90% Amiga Format Gold Award)
Optical Mouse...............................£29.99
High precision, pointing device.
Crystal Trackball...........................£37.99
Infrared-Cordless-Mouse... NEW! £47.99
(Rechargeable top selling innovation.)
Optical Pen Mouse............. NEW! £39.99
High Quality 8mm mouse Mats..........£3.99

IMAGE SCANNERS

Powerful image processing tools for the office or the home environment.

POWER-Features include: 100-400 dpi • 64-Greyscales Thruport to printer • **FREE** Editing software.
Power Scanner v2.0...............£94.99
Power Scanner Colour.............£234.99

GOLDEN IMAGE-Hand Scanner Series
Features: 400 dpi • 256-Greyscale • Touch up and Merge it software.
AlfaScan £124.99
AlfaScan Plus £149.99
AlfaScan OCR *(inc OCR Software)*.....**£279.99**

EPSON GT-6000 FLAT BED FULL COLOUR SCANNER-Plug into Amiga parallel port, 600 d.p.i. resolution, up to 16 million colours
Phoenix Price.........................£989.00

ASDG-SOFTWARE-Scanning software comes in two forms, integrated into art development as a new module or used as a stand-alone programme.
Phoenix Price.....................£109.99

ACCESSORIES STUFF

Control Centre.................................£34.99
Heavy duty construction,rubber edging, perfect colour match, makes an ideal workstation for the A500/A500+ **A 600 control centre now available.**

DATA SWITCHES-*(25 pin D type)*
2 way..£15.99
3 way..£17.99
4 way..£19.99

STORAGE:
90 Capacity BANX...........................£11.99
150 Capacity POSSO.........................£16.99
Disk Box 10 Cap...............................£1.99
Disk Box 25 Cap...............................£2.99
Disk Box 50 Cap...............................£4.99
Disk Box 100 Cap.............................£6.99
Disk Box 120 Cap.............................£7.99
Top grade, heavy duty injection moulded boxes. Low cost, high quality.

AMIGA RELEASE 2

Now Only..



£79.99

The popular upgrade kit for 1.2 / 1.3 owners from Commodore is in stock and selling fast!

SOFTWARE

WORD PROCESSING / DTP
Kindwords 3...........................£36.99
Final Copy 2 .... NEW! £66.99
Professional Page 3........... NEW! £129.99
Saxon Publisher................. NEW! £189.99
Pagestream v2.2 ....£126.99
Pagestream Font pack 1 ....£44.99
Pen Pal 1.4............... SPECIAL OFFER £39.99
Prowrite v3.X £57.99
Quickwrite £36.99
Wordworth £79.99
Hot Links £52.99

INTEGRATED PACKAGES
Gold Disc Office £59.99
Mini Office .... NEW! £39.99

CAD & DRAWING
Design Works £53.99
Professional Draw 3 ...... SPECIAL OFFER £79.99
Intro CAD Plus £74.99
X CAD 2000 ....£99.99
X CAD 3000 ....£269.99

UTILITIES
Lattice 'C' v6...................... NEW! £214.99
A-Talk 3 ....£44.99
Cross Dos v5 *(inc, Cross PC Emulator)*.......£29.99
Diskmaster 2 ....£43.99
Dos 2 Dos £29.99
Opus Directory £29.99
Xcopy £36.99
Quarter Back £45.99
Quarter Back Tools Vs 5...............£49.99

DATABASE
Superbase Pro 4 ....£164.99
Superbase Pers 2 .... NOW ONLY £39.99

VIDEO PRODUCTION/TITLING
SCALA 500 ....£79.99
SCALA Professional £219.99
Big Alternative Scroller £35.99
Broadcast Titler 2 ....£179.99
Font Pack 1 for Broadcast Titler 2 ......£88.99
Font Enhancer for Broadcast Titler 2...£88.99
Pro Video Post £168.99
TV Show Pro £51.99
TV Text Pro £84.99

FRACTAL AND SPECIAL FX
Race Trace .... NEW! £93.99
Deluxe Paint 4 ....£63.99
Deluxe Video 3 ....£71.99
Image Finder £44.99
Pixmate £43.99
Scenery Animator £62.99
Vista £43.99
Pro Vista £71.99

ANIMATION
Take 2 ....£42.99
Image Master £129.99
3-D Images £36.99
Amos £36.99
Amos Professional................ NEW! £44.99
(97% in CU Amiga-Software release of the year)
Amos Compiler £21.99
Amos 3D £25.99
Easy Amos £22.99
Deluxe Paint 4 ....£63.99
Director v2 ....£71.99
Imagine v2....................... NOW ONLY £189.99
Map master for Imagine £59.99
Presentation Master £169.99
Surface Master for Imagine £29.99
Showmaker £142.99
Video Director £107.99

PRESENTATION & SLIDE SHOW
Can Do v1.6 .... NEW! £72.99
Art Department Pro v.1 ....£143.99
Art Department Pro Conv. Kit £57.99
Can Do It V.I.G £94.99
Hyper Book £44.99

ACCOUNTING
Personal Finance.................. NEW! £29.99
Arena Accounts £83.99
Home Accounts 2 ....£39.99
System 3 ....£43.99
Cashbook Combo £57.99

SAME-DAY DESPATCH
on Credit card orders/ bankers draft/ building society cheque/Postal orders.

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IBM PC screen shots

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Microdeal John Symes

Music is the food of Microdeal's life. And they, like a few other Amiga developers, are still upset about the lack of any built-in Amiga MIDI support. Without wishing to 'get into' Commodore too much – and we can assure you that they do have a right of reply in this very issue – John points about the 'mushroom syndrome' when applied to the A1200 probably strike a chord with a few developers regarding a number of Commodore's recent hardware releases. Maybe this gives more weight to the last of Microdeal's answers…

1 CD-ROM will not come into its own until prices are drastically reduced. Joe Public is no fool and he sees CD players in the shops for less than £100. Until sensible prices appear, backed by some of the forthcoming mega games, floppy disks will still be the mainstay of the publishing industry.

2 As we specialise in music publishing we do not protect any of our software, the main effect the PCMCIA has had on our development is that our latest product (VideoMaster) will not work on the A600 or A1200 as it plugs into the expansion port. We have no plans for PCMCIA products except for a converter to allow A600 and A1200 users to use VideoMaster.

3 We are a registered developer but were affected by the mushroom syndrome with the A1200; we really knew nothing about it! We have one on order and are most interested to try it out with 16-bit samples. We are sure the advanced processor speed will enable many innovative things to be done with the A1200 – maybe home [music] studios will be able to produce CD masters in the near future! It's feasible.

4 Commodore should reduce the price of the base machine. We need a product to really hit the consoles where it hurts, but in the current recession, the A600 is just too expensive. A price reduction will help the public to buy the computer and keep developers publishing, that's all it needs.

5 Our next product is the 16-bit sampler, Clarity. [*And it certainly looks set to be a corker – Ed.*] Really our future with the Amiga rests with this. We have plans for support software for Clarity but nothing beyond that. We are seriously looking at [developing for] the PC and consoles.

Digita International Jeremy Rihll



Enthusiasm is, to say the least, one of the most refreshing things about Digita. Having recently emerged with a Format Gold for their **Wordworth 2** ***word processor, it looks like Digita is a team on form. Although Jeremy's answer's are a little on the self-promotional side (after all,*** **Amiga Format** ***does reach more people than the average mag – see, we can do it too!), he has some interesting things to say about the possibilites for CD-ROM, and the A1200 (the analogy he makes may startle a few people). It is also intriguing, in the light of what ASDG have to say on the subject of Commodore US, to see what DIgita have to say about the same subject – check the brackets!***

1 I think it [CD-ROM] will be *a* premier medium, I'm not sure about *the* premier medium.

We are familiar with the technology on Amiga, Mac and PC formats. We see basic adoption for magnetic disk applications like *Wordworth* – imagine a multilingual version with loads of clipart and AGFA fonts on one CD (we are working on this). As I have just heard today from FAST (the Federation Against Software Theft) that we are prosecuting *another Wordworth* pirate, naturally the protection against copying is increasingly attractive.

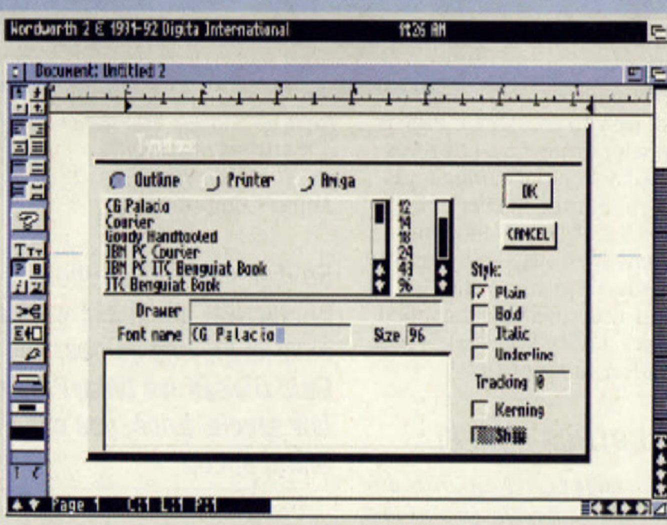
2 PCMCIA is too expensive and the capacity [is] limited in the short and medium term – especially compared with CD-ROM. We will wait and see.

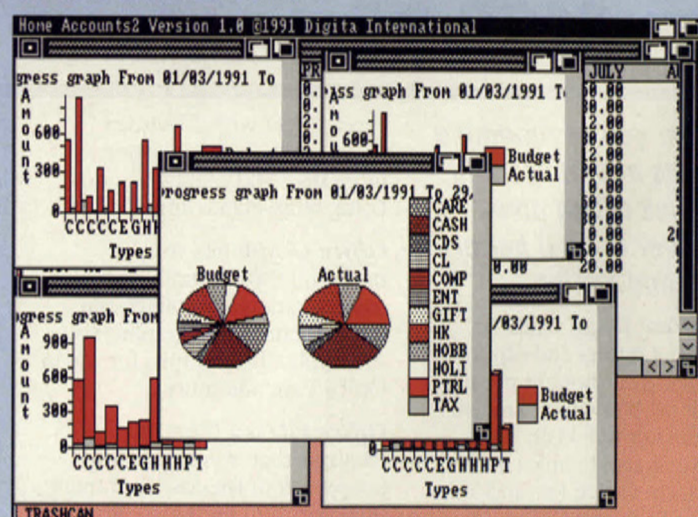
3 The A1200 is the best thing, from a serious publisher's point of view, Commodore have produced since the C64. It provides a high volume realistic hardware platform in its basic form and indicates that Commodore are willing to direct effort into the non-games market which, as they say on TV, will make a refreshing change.

4 More support for UK developers. Why does a US company, with non-US sales accounting for over 70% of overall revenues, ignore non-US developers? Follow Apple Computer, provide excellent support with heavy confidentiality agreements (Commodore US are paranoid about telling secrets to non-Americans). Apple charge a fortune, but it's worth every penny. Also, provide a regular CD-ROM for all system software *et al* (yes, like Apple).

I am hoping that with the A1200, Commodore UK may change their emphasis and get involved with non-games publishers. As for the public, maybe Commodore should stick to one PR agency and give the public continuity with the media.

5 Can't say, except more improvements to *Wordworth* and maybe some more productivity type applications... (We're also doing things for the Apple Macintosh and Windows.)



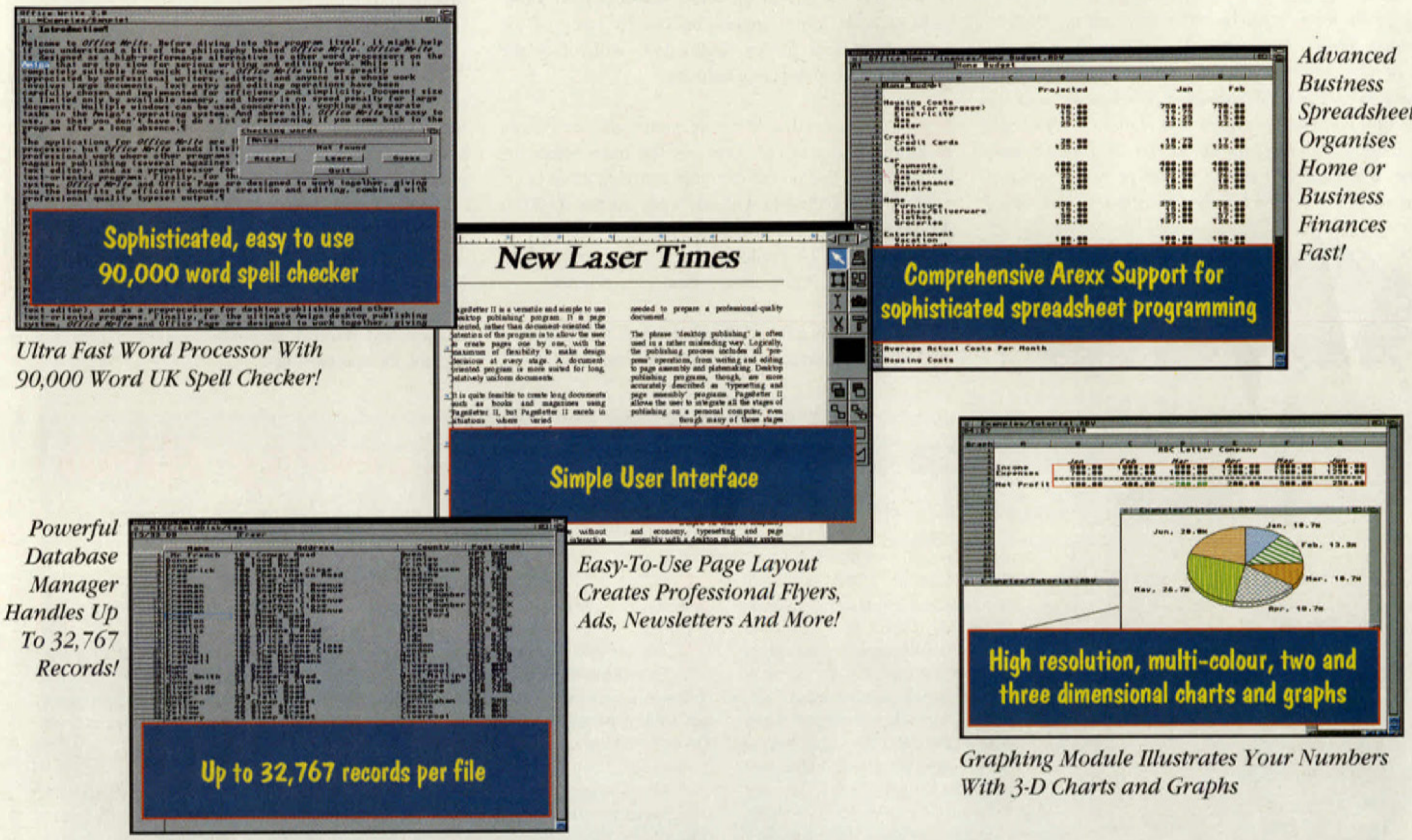


Digita's top-notch word processor *Wordworth 2* (above left) has already been programmed to take advantage of the extra graphics capacity that the AA chip set gives to the A4000 and the A1200. This means it can handle a 256-colour screen display. Software like *Home Accounts* (above right) doesn't really need that sort of thing.

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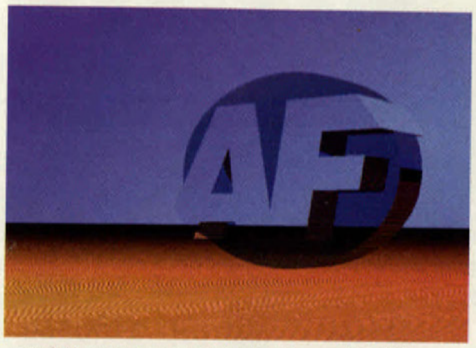
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Impulse Anon

Some one at Impulse took a rather free-form approach to replying to the fax, but deep down most of the desired replies are there or thereabouts. The first point to note is the extreme enthusiasm they have for the concept of CD-ROM. No one, since Commodore themselves launched CDTV, has seemed so up and positive about the subject. The company is also very positive about the idea of IDE (well, any hard drive to be honest) which should make most Amiga users in this country a little more comfortable that at least a few major players are behind the concept.



***Amiga Format*'s logo rendered by the excellent high-quality 3D-rendering system *Imagine 2*. Graphic really...**

CD-ROM is a wonderful concept! It is inexpensive, easy to make and more importantly, it eliminates the concerns that we as developers have as it pertains to getting the most to the customer. Floppy disks are too small, they are prone to losing data and there is no real advance in this market. Now with Sony and several other makers spending time and money on making CD-ROM faster and even more dense, I think that the world of graphic communication is now upon us. Each and every computer maker should make sure that they take great pains to incorporate CD-ROM into their product line even on the lowest end. With makers like Sega and Nintendo embracing this technology, it is apparent that CD-ROM makes good business sense.

Impulse has plans to develop several new products that will only work with a CD-ROM. Sorry, it is a bit too early to discuss these matters, but we are avid supporters of CD-ROM.

Smaller and faster hard drives are going to be the next big thing for lower-end computers. We support this for some of the same reasons that we support CD-ROM, the customer gets better performance and we can give them more for their spending dollar. As far as credit card type ROMs, they are not new, just in a different package. They are not as dense as we need them to be at the moment but they do represent an interesting form of software protection.

Commodore is a most interesting company. They have the A1200 and they also have a worldwide market that could take advantage of this computer. The question is how this computer is going to be marketed and where. The Euro-market is much different than here in the USA. At this point we are not sure what market CBM is going to spend their efforts on. The machine is very interesting, however, we are not aware of what plans CBM has to make it a success.

Europress
Alexa Czechowski



Europress are famed for quality educational software.

Most well known for their range of Fun School educational software, and for the AMOS programming language, Europress have a decent and consistant track record in Amiga software development. Alexa's answers were a little on the short side, but they do cover the essential matters.

The most interesting point raised here, and one which we all agree with whole-heartedly, is the one Alexa makes about the differences between consoles and computers; not only is this central to her business, it is also central to a growing appreciation of computer technology in the long run.

1 **CD-ROM as a storage medium. We anticipate a steady increase in the number of CD-ROMs during the next 12 months, and see it becoming a major player in 1994.**

2 **PCMCIA: These would obviously reduce piracy, but we don't see them taking much trade away from floppies, as they're currently expensive to produce. [*Like many others, Europress preceive PCMCIA as a storage format, which is essentially not really the right interpretation at all. A common error – Ed.*]**

3 **Amiga 1200: All of our software will be compatible. We will make use of its 256 colour graphics – we already have these available from our PC software.**

4 **Commodore and the Amiga: We hope Commodore will push the advantages of a computer over a console, to try to reverse the trend away from computers, and show the consumers how much more they can do with a computer compared to a console. It's debatable whether the 1200 or even Atari's Falcon have the specification to do this.**

5 **Our plans for 1993: We will continue to publish Amiga software as long as there's a market for it. Currently Amiga sales are still very buoyant but the PC is catching up rapidly. We're also looking at the various CD formats – they have**

Digital Marketing International
Mungo Amyatt Leir

*Digital International Marketing (DMI) is responsible for the publishing and distribution of Amiga games software from various publishers (*Gem'X, PP Hammer, Sword of Honour, Bug Bomber*). Once again we have a very positive view on CD-ROM, and once again we have a lack of committment to just when the format might take a hold as the premier medium.*

This is a very consistent theme amongst our respondents. It almost seems that many of the firms are waiting for someone else to take the first step with CD.

1 We strongly believe that CDs will be the format of the future. However, what remains to be seen is which format will succeed out of CD-ROM, CD-i, CDTV, Sega MegaCD etc. There is no doubt that the vastly superior storage capacity of a CD means that any software developed specifically for a CD format will contain more graphics, better sound, and ideally more gameplay/lasting interest. It also at this time (until CD read/write drives become affordable!) cuts piracy dead at a stroke. We have already released two CDTV titles, one of which, *Global Chaos*, is one of the first to properly utilise CD-quality sound (dance music from Cold Cut) with state-of-the-art graphics. At this stage, the actual sales of CDTV software does not currently make it worthwhile investing in the development of new titles, but we will monitor the situation closely. Certainly our long-term development plans (2-3 years) *will* include CD formats, if not specifically CDTV.

2 PCMCIA & IDE: Any move that will ultimately make hard drive storage cheaper (IDE) for the general public has to be good. Obviously, games designed for hard drives can offer more in the way of graphics and sound (look at the quality of some of the best PC games designed with hard drive owners only in mind). We already strive to make all our releases hard drive installable, and with more hard drive users we will be aiming to produce more games that use the benefit of a hard drive. We do not see a viable market at this moment to produce games on PCMCIA.

3 Technically the A1200 is a great machine. Whether new products will be developed to take advantage of its spec' very much depends on the market size. If the machine sells in significant volume then we will be enhancing new releases for the 1200.

4 We would like to see continued support for the Amiga, and particular a continuation of the price-cuts to make the machine even more competitive against consoles and the ever-more-popular low-cost PCs. We would also appreciate closer co-operation with Commodore over new Amiga models. For example, the launch of the A500 Plus was a disaster, with hardly any publishers being made aware of the machine in time to alter software that didn't work.

DMI declined to reply to question 5.

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SunRize Industries

At last! Someone who will admit to having plans for PCMCIA. SunRize appear not to be put off by the use of this storage device. They also seem to feel reasonably positive about IDE – another refreshing change but one which, again, has wider implications. SunRize's enthusiasm seems to have more to do with the idea that hard disks are by their nature a good idea, rather than a feeling that IDE itself is a brilliant thing per se. *Either way, the answers are interesting, especially the final point.*

Here's the correct answers to your questions:

1 Although CD-ROM will pick up steam in 1993, especially on IBM PC clones and games machines (like the Sega and NES), its popularity as an Amiga peripheral will remain limited. Most current CDTV titles exist only because Commodore are financing their development, not because of the popularity of CDTV. SunRize has no plans for CD-ROM/CDTV titles.

2 The PCMCIA slot on Commodore's low-end Amigas is a great idea. It gives developers an easy and powerful way to connect peripherals, not just ROM and RAM, to an Amiga. SunRize has plans for a PCMCIA peripheral.

The built-in IDE hard disk controllers on the A600 and A1200 are a step in the right direction. Obviously SCSI controllers would have been more flexible. For example, a SCSI interface on the A600 would have allowed A600 owners to plug in low cost CD-ROM drives coming out for the IBM PC market. This would have changed my answer to question 1.

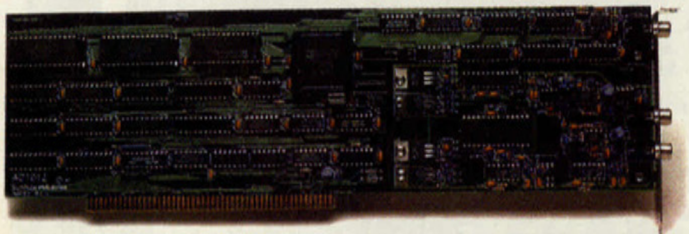
The IDE controller on the 4000 was a major error since it is significantly slower than the 3000's SCSI controller. This makes the 4000 useless for running software like SunRize's *Studio-16* until Commodore releases their Zorro III SCSI controller.



The A4000: A bad IDE-here. Sunrize believe that the lack of a SCSI controller is a serious omission on the Commodre flagship machine.

3 The A1200 raises the base level of hardware capabilities in low-end Amigas. As a result SunRize will release software and hardware for the lower-end Amiga market with features previously available only to A3000 owners. Great news for the masses.

4 I wouldn't presume to tell Commodore what to do, but I'll give it a shot. How about a DMA SCSI controller and DSP standard for all Amiga models? A re-targetable graphics library is desperately needed so third-party graphics cards can run on the Amiga. CDXL should be integrated into AmigaDOS and promoted by Commodore like QuickTime and Video For Windows are by Apple and Microsoft. And, as long as we're dreaming, how about peer-to-peer networking built into AmigaDOS (like System 7 [on the Mac] or Windows for Workgroups [on the PC] has)? In fact, make it compatible with Windows for Workgroups or Netware so I can network my Amigas and PCs together.



AD-1012 soundcard, a 16-bit sampling system that enables you to carry out direct-to-disk recording. More peripherals for us, we say!

5 SunRize builds digital audio products, and we have some really cool stuff for 1993. For example, *Studio-16* version 3 will be released in 1993 and blows away similar Mac and PC audio software.

Ocean Software
Colin Gordon

Ocean is one of the most well-known of games software houses in the UK. Famed for film tie-ins such as Batman, Robocop, Hook and the forthcoming Cool World, this is a company with a distinguished pedigree. Colin Gordon is Ocean's senior software manager, and as such he is responsible for overseeing many of the company's projects. He also knows the industry and the machine like the back of his hand. Ocean are truly big players and deserve to be listened to. Take note especially of point five; this is the way that games design should be going. Point one is tantalising as well; would Ocean ever conisder releasing hardware? Was this a slip of the keyboard, or just a wind-up?

1 I feel that CD-ROM could be the premier storage medium of '93. If a platform with CD as its primary medium is released at a suitable price point in high specification hardware, then it could clean up. However, at the moment Ocean do not intend to release such a machine, and I don't know anyone else who might.

2 The PCMCIA card slot is a nice idea and we are trying to ensure that all of our software will take advantage of any memory located at this slot. When a non-volatile RAM card appears at a reasonable price, then we may allow the support to include saving games to this card. As for the IDE interface, well it's about time Commodore made hard disk interfaces cheaper for the Amiga – now it's free! We will be attempting to make all our A1200 software installable on hard disk next year.

3 We are currently working on enhanced versions of our most current releases for the A1200. They will feature 256-colour graphics where possible, and use the extra RAM to allow us to have a larger and higher quality samples. (I don't think the 1200 has smoother scrolling!)

4 Commodore could reduce the price of the A600 to £99 and the 1200 to £199 – well, you did ask!

5 Ocean intends to develop products for the Amiga in two levels. We will produce a version that will run on any 1 Megabyte Amiga, and an A1200 version that will only work on the A1200 or A4000. The lead version will the A1200, and we will then produce a normal version from this. This means we can really enhance the design to allow for the extra capabilities on the new machine.



Ocean have had an up'n'down year. One of the major ups was *Wizkid*, a hugely playbale and surreal game.



***RoboCop 3* kept up Ocean's superior reputation for well put together licences. Remember *Batman*? But do Ocean really want to stick with the Amiga? Find out...**

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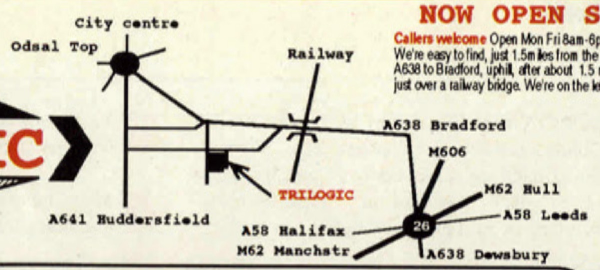
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US Gold
Tony Bickley

US Gold has been a major software house in the history of the Amiga. Along with Manchester-based Ocean, US Gold played a big part in the rise and rise of the Amiga as the UK's premier home computer.

Tony Bickley is one of US Gold's major product managers, and as such he should have a great deal to say about the future of games, of the software industry and of the Amiga. Take note especially of his views on hard disk installation, CD-ROM and on US Gold's desires for Commodore in the future.

1 At the moment we do not feel that CD-ROM will have a big enough user-base to be regarded as the premier media of 1993. But we do however, intend to develop for CD-ROM if the game enhancements justify the extra cost.

2 PCMCIA and IDE are not likely to affect US Gold's immediate development plans. There are no plans to make our games hard disk installable as a standard (it will be reviewed on a 'game by game' process – Indy being a prime example).



3 Yes, we do intend to utilise the enhanced specifications of the A1200 in future developments.

4 Maintaining upgrade compatibility across future machine releases.



Us Gold's Strategic Simulations Inc (SSI) tie-in came up trumps with *Eye of the Beholder*, a remarkable dungeon exploration game. On the other hand, there was *The Godfather* tie-in. So what have they got to say to you?

Mindscape
Richard Leinfellner

Mindscape has moved from being a small, shiney, new and breathy affair into a software house which can pack some punch. This is also a software house that likes to keep up the pace of change. Once again the IDE hard disk crops up in a very positive light – Mindscape's experience with the PC world is more than a passing factor here, but there is no reason why we shouldn't reap some of the rewards from this archaic technology as well. Also of interest is what Mindscape have to say about the A1200 and future developments.

1 Mindscape are committed to CD-ROM. We already publish a large number of PC/MPC CD-ROM titles and will continue to do so. I feel that CD-ROM is the storage medium of the future offering 600+Mb of storage on a convenient easy to use form. I cannot see how CD-ROM can fail in the long term.

2 IDE drives are a very good upgrade path for the Amiga user, we have three upgraded 1200 machines in our office.

I would like all multi-disk games to be hard disk installable. This has not been the case, although some of our larger titles such as *Wing Commander* and *Ultima VI* do have this facility. The main problem is lack of available RAM on the A500 and A600 once the operating system has taken its share, most programmers resolve this by kicking out the O/S. With the O/S gone, hard disk support becomes almost impossible, but when we worked to support a 512K base it was the only option. With the new 1-2Mb base machines and falling RAM prices, I anticipate more of our titles to be hard disk installable but 1Mb RAM only. As for the PCMCIA slot, we do have a RAM expansion for this slot but I always worry about accidentally knocking the card out of it and I still have to get used to the idea of 4Mb of RAM on a credit card.

3 We will start developing special A1200 versions of software early next year. The 'AA' chip set is what the Amiga has been in need of for some time, I would have been happier if it had come out sooner.

4 We have very good relations with Commodore and receive regular updates on new software and hardware, so from a development standpoint they are a great company to work with. I would like them to drop their prices on the A1200 and bring out the hard disk version as soon as possible to maximise sales of this great machine.

5 I am looking forward to developing more CD software for all systems.



Gremlin
Ian Stewart

Gremlin have always been a company that was able to produce reasonable games like Jack Nicklaus Golf, *and* Lotus III. *They have recently undergone a change, however, with games such as the hugely popular* Zool *and the eagerly awaited* Premier Manager. *It is* Zool *that has caused the biggest stir outside of the console world. A fast-paced, all-action outing obviously aimed at* Sonic the Hedgehog *in feel. So, being the 'form team' at the moment, Gremlin are well worth taking a close look at. The most interesting point to note, here, is what Ian Stewart has to say about hard disk installable games, and how he is looking forward to the growth in CD-ROM.*

1 The CD-ROM will not be a premier storage medium in 1993, however it will have a greater presence than it does at the moment.

2 Due to the relatively high cost of the PCMCIA card we at the present moment in the time have no plans for this media. However, wherever possible all future releases will be hard drive installable.

3 We as a company will be supporting the A1200. This commitment can be seen as our A1200 enhanced version of *Zool* soon to be released.

4 We would like to see Commodore continue to aggressively price the Amiga as they continue to advance its technical qualities.

5 Looking towards 1993/4 and beyond we as a company feel that CD platforms must become the major formats for the entertainment software industry and to this end we shall push to reach the challenges presented to us.



***Premier Manager* looks (at first view) as if it might continue the excellent year that Gremlin have had with the likes of the best-selling *Zool*, and (oh well...) *Mansell*.**

MicroProse Alison Fennah



When you're famed for your flight sims, surely a hard drive and a faster processor are good news? MicroProse are being a little cagey...

MicroProse have always been known for big games; simulations. The parent company in the United States is also one of the oldest and most revered in the software industry. The UK branch of this outfit has, this year, started to program its own games. Aside from the consoles, MicroProse are major players in all of the formats. This means that their opinions on factors affecting the Amiga should be read with some care. Take note especially of the points raised regarding PCMCIA and MicroProse's desires for Commodore's plans for the Amiga.

1 We think that CD-ROM will definitely 'arrive' during 1993 but that it will not dominate until the following year.

2 PCMCIA is a great innovation for combating piracy but we're hoping that the cards will become more cost-effective before planning special games with it.

3 We are impressed by the potential of the new machine but will be waiting to hear Commodore's plans for the inclusion of a hard disk before scheduling 1993 product.

4 Following our above comment we think that an A1200 with a hard disk would be the best thing that Commodore could do for the Amiga market next year.

5 Continue our aim of producing a wider variety of even better quality games for a growing number of formats and users.

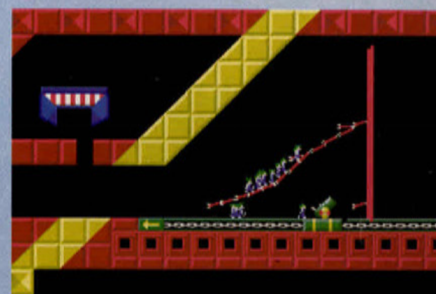


Zool **set Gremlin up as a software house to be reckoned with. It was also the kick-start that the Amiga needed to begin the all-out action against those glorified toys, the consoles.**

Psygnosis Ian A Grieve

Here's a software house that is extremely significant to the future of the Amiga. Psygnosis are one of the big seven UK developers and, as such, have worked closely with Commodore over the last year. Partly because Lemmings *is a game that has as high a profile for the Amiga as* Sonic *and* Mario, *and partly because they are firmly committed to CD, Psygnosis' opinions matter.*

Since the launch and outrageous success of Lemmings, the Liverpool-based firm have gone from strength to strength (and have been much copied). It is now clear that they and Commodore are collborating in Microcosm, a CD-only game based on the movies Fantastic Voyage *and* Inner Space. *Their answers reflect this. Their views on IDE and PCMCIA smack slightly of a fence-sitting attitude, but this is not widely different from many of the other answers we have printed in this article.*



It's *Lemmings 2* and it's one of the most successful games on any format in any time.

1 Yes, for the following reasons. Production costs of about $1 per unit for 660Mb. Storage capacity versus price previously unheard of. Non-pirateable on a wide scale (ever tried downloading 600Mb from a bulletin board?)

Embrace CD-ROM as an entirely new type of game platform in that the vast quantities of storage can provide the ability to (produce? create? see?) astounding graphics, sound and animation on one loadable medium.

The scope of production has now widened due to the memory restraints being lifted. The only limitation is the hardware itself (data throughput and graphic handling).



More puzzling, is *Bill's Tomato Game*. Even in demo form, it looks like it has a lot potential.

2 The main concerns for a software production are to provide users with a game they want, in a way that is the most comfortable to use whilst maintaining a level of protection against piracy. New advances are always accommodated by Psygnosis but if we lose an increased revenue due to further piracy then the use of PCMCIA and IDE may well be re-considered.

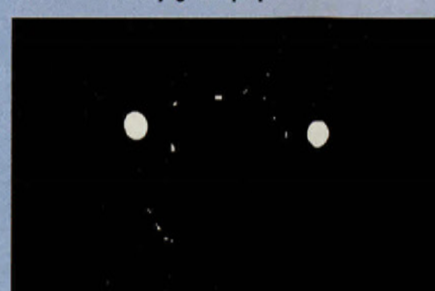
3 Psygnosis is renowned for the quality of our games pushing the machine to its limits, any advances in hardware platforms are welcomed by us and we will continue to push to the limits of the capacity of the 1200.



But not as much as this... *Microcosm* is a joint Commodore and Pysgnosis project...

4 Continued support of CD-ROM; adaptability of the Amiga and to promote the advantages of a computer versus a console (the main one being versatility; games, art, music, business on machine versus just games!)

5 Continued support of a thriving and healthy floppy platform [releasing on disks] and evolving games to the next generation that CD-ROM provides.



...based on *Inner Space* and *Fantastic Journey*, it has been written for CD only, but when will it appear?

Electronic Arts
Simon Jeffery



John Madden's American Football – easily one of the most widely-acclaimed games of the year, even though it's about the wrong kind of footie.



Road Rash – if EA have had a fault this year, it's concentrating on the consoles and then porting their Sega games to the Amiga. Naughty!



Electronic Arts is one of the thoroughbreds of the software world. The parent company in the United States has just has a successful year and released some quality games. The UK has not flagged either. EA's most obvious addition to the Amiga user's arsenal, however, must be the monstrously successful *Deluxe Paint* series. Electronic Arts are firmly behind the Amiga, and this is reflected in the answers printed here. However, point four should not only be read by you with some interest, it should also be taken on board by Commodore itself.

1 No, we don't feel that CD-ROM will be the premier storage medium of 1993… we think it will come into its own in 1994. To this end we have made a significant investment in a CD development department in the US; currently hard at work researching and evaluating the different CD platforms.

2 Yes we will be looking to have future releases hard disk installable and operating system legal. PCMCIA at the moment is not something we're concerned with, but once the CD-ROM medium is established then it would undoubtedly be of more importance.

3 Yes Electronic Arts is very committed to the Amiga. Take as proof the fact that we have developed the first Amiga 1200 specific product – *DPaint IV AGA*. We are also developing other products to take advantage of the new hardware.

4 The Amiga computers need to adopt 'add-ons' as standard, such as hard drives. Software is becoming ever-more complex, and disk-swapping and long load times will no longer be tolerated by the consumer who can buy a 486PC for 800 quid, or a 16-bit console for less than £150.

5 Electronic Arts is looking to continue its expansion into 1993 and to continue producing software of the high calibre that ensured we were voted Software Publisher of the Year at the last Industry Dinner.

CHRISTMAS IS A BUSY TIME OF YEAR…

Datel, Domark, Great Valley Products, Gold Disk, Gordon Harwood, ICD, Millennium, NewTek, Oxxi Aegis, Progressive Peripherals, Rombo, Sierra, Supra Corp, Virgin Games, and ZCL/Calculus, either didn't receive our faxes or were too busy with the monumental workload that Christmas flings at everybody in the Amiga industry to reply. We hope that they will respond in the next few months.

Please remember that if you have any opinions on the future of your machine, write (or fax us) with them at the following address: *Amiga Format*, Amiga Opinions, 30 Monmouth St, Bath, Avon BA1 2BW. The fax number is 0225 446019.

Right to reply - this month
Kelly Sumner of Commodore UK



Kelly Sumner became Commodore UK's managing director earlier this year, but before then he was in charge of marketing the UK's favourite home computer. He has strong opinions, and a strong market knowledge of the machine. We faxed him the replies to our questions and awaited his thoughts. Here they are…

"I think that 1993 will be the first big year of CD-ROM. If anybody believes that we will continue happliy producing 3.5 disks and ROM carts they haven't got a clue about the financial implications. CD-ROM is the only way forward.

PCMCIA is going to prove itself, but you won't get software for it. You will see it used for RAM and hard disks, and as user interface for numerous peripherals. You won't see software appearing on it.

As far as 1200 development is concerned there are obviously going to be the people who go to the market and those who just wait for it to come to them. The people sitting on the fence will be the losers. You have to go out and get it. Those people who go out and make the most of it will be the winners. We knew it was going to be a success.

I read with interest the comments made about us: two basically grabbed my attention; one was that we shouldn't charge people for being an offficial Commodore developer; point two was that we should be more vocal.

To be fair we are looking at charging. As a developer, once they have developed for a machine, Commodore don't at this moment in time charge a royalty like Sega and Nintendo. The charge is there to cut the riff raff out and make sure that the good developers get through. If you can't afford £100 a year [which Kelly tells us is the cheapest sum which developers have to pay for official status] are they the people who should be developing for the Amiga? If we said it was free to everyone we would get 1.4 million people asking for it.

As far as point two is concerned, myself and one or two members of CBM have tried to get as close as we can to the development community. It is difficult, with the resources we have, to get close to everyone; I apologise if we haven't got round to you. If you are a developer you can get in touch with us via E-mail. I know this means that you don't get the warm soothing voice of Commdore, but the answers are there.

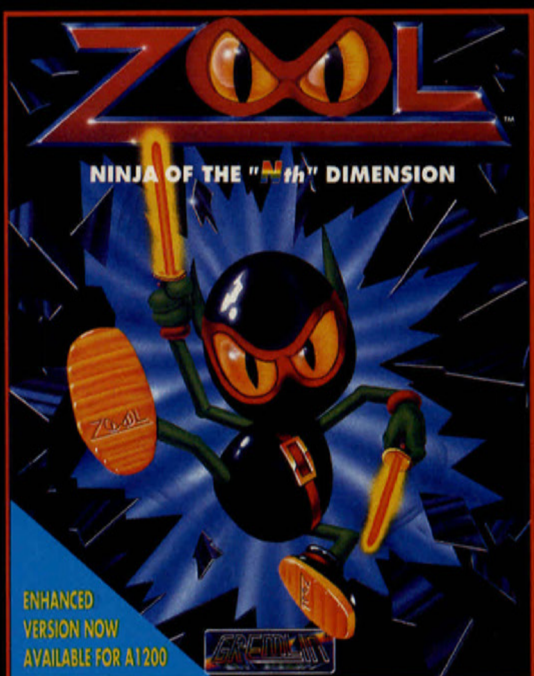
As far as our plans for the future are concerned; I already know what we're doing, and I'm quite pleased with it. Unlike other other companies, we do not announced plans six months ahead and then miss deadlines.



The A1200; built by Commodore UK in association with the UK's software developers.

Stretching beyond im

From the Nth Dimension...



Screenshots from A1200 version.



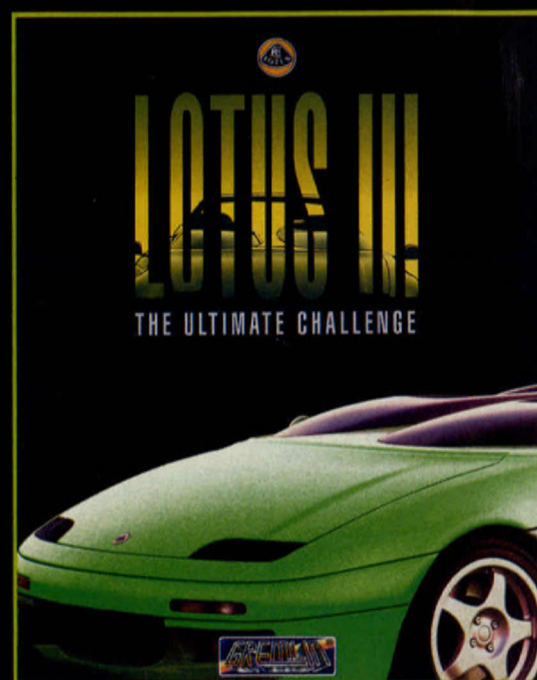


HE'S AN INTERSTELLAR COSMOS DWELLER, QUICKER THAN A FLASH AND SHARPER THAN THE 7th SAMURAI.

Once every year, the games world is rocked by a game so stunning, so fast, so colourful, so big, so demanding, so mega, so awesome, so varied, so incredible, and so full of fabulous features and unexpected treats, that everybody just looks at it and says "THAT'S IT!" This year is no exception, and this year, ZOOL, THE NINJA FROM THE "Nth" DIMENSION, is definitely "IT!"

"With Zool, the Amiga has proved it can do console type games as good as the consoles." - **92% Dominik Diamond on BBC RADIO 1.**

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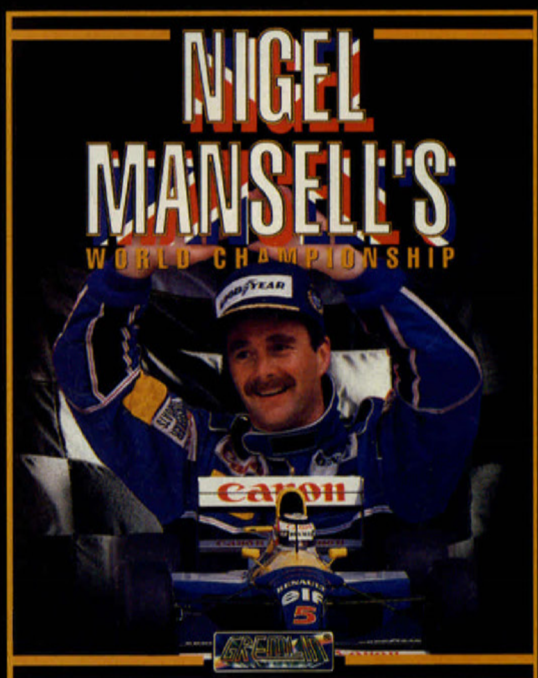
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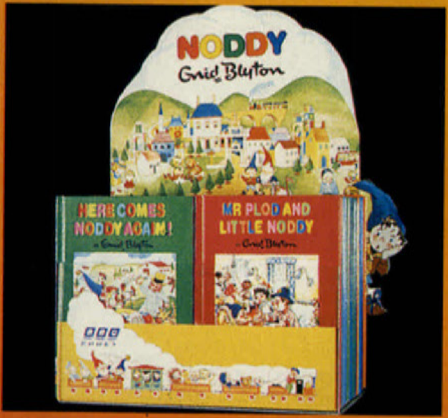
The... win big NODDY prizes comp!

Or...

Oh Big Ears why are Noddy books so much cooler than Thunder Birds, The Magic Roundabout, The Prisoner, The Avengers and all the rest of that naff nostalgia

AMIGA FORMAT, in concert with a new software house called the Jumping Bean Company present the Noddy & Big Ears competition to beat all Noddy and Big Ears competitions. This is your chance to win 10 complete sets of Enid Blyton's best. That's 10 chances to win 24 Noddy books.

These books detail the life of one of Britain's most loved and, at the same time, most controversial heroes, Noddy. This bell-behatted young turk and his mentor Big Ears have made Toytown (and probably part of your childhood) their own. The books are classics without a doubt.



So what do you have to do to win?

On this page you will see two pictures starring those age-old (but now up-to-date) favourites, Noddy and Big Ears. All we want you to do is to spot 10 (electronically produced) differences between the two pictures.

In the event of a tie-breaker, we want to know...

What was the policeman called in the Noddy stories? Good explanations of the name will be given a distinct priority.

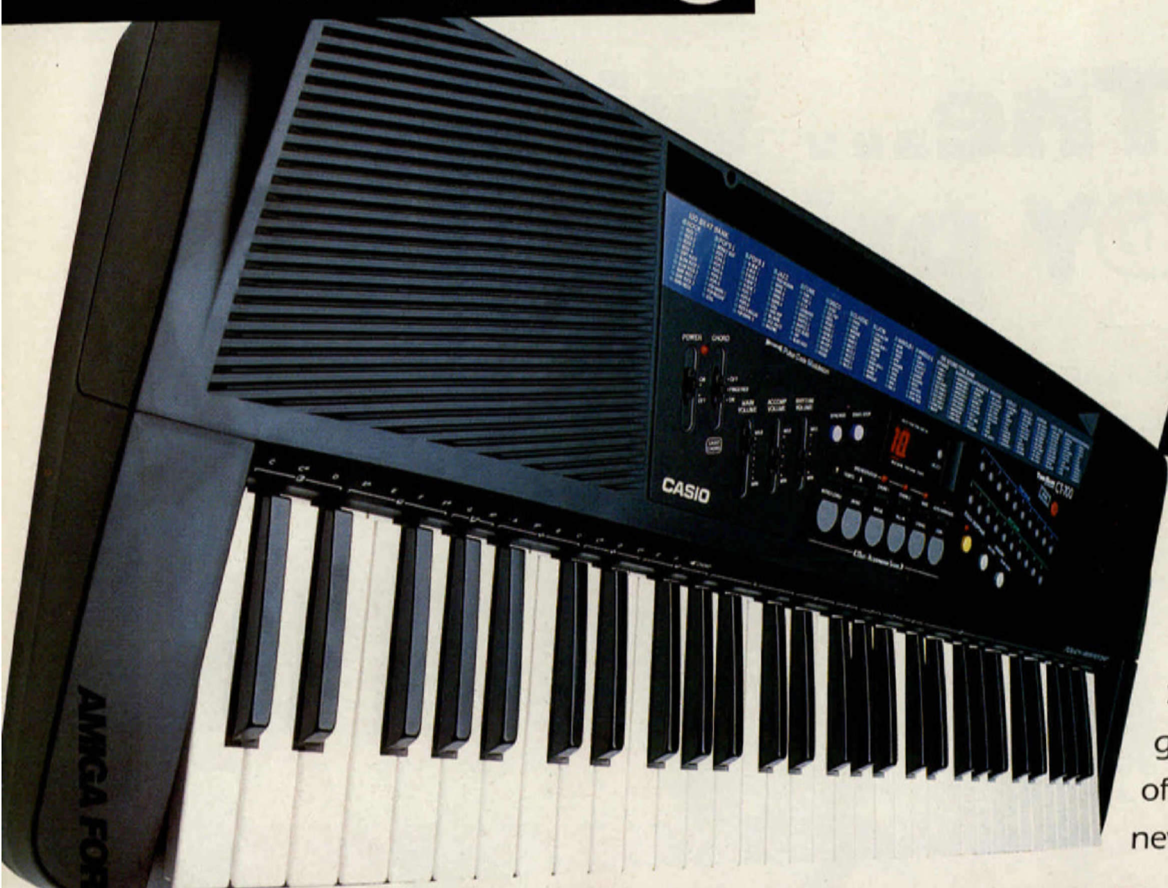
Once you've spotted the differences and come up with the tie-breaker, all we need you to do is to send in a photocopy, scan, drawing or written explanation of just what those differences are to:

The Amiga Format Noddy Competition,
30 Monmouth St,
Bath,
Avon BA1 2BW.

Here on the right are the two Noddy-related pictures. One of them has been expertly played with to produce 10 differences. We want you to spot them. Bet you can't.









It's compo time in **Amiga Format**, and this time we're teaming up with Software Business and giving you the chance to win one of two Casio keyboards, and the new sequencing package, Rave.

Win a Rave-making kit

With some impressive features such as 32 tracks of both MIDI and internal samples, and a real-time score notator, *Rave* is a sequencer which has something to offer both musicians and non-musicians alike.

To set a couple of ***Amiga Format*** readers on their way to musical stardom, Software Business are offering two brilliant Casio MIDI keyboards as prizes in our marvellous competition. Not only that, but the two winners and 10 runners-up will win a copy of the excellent new sequencing package *Rave* as well.

So how do you enter? Simply read the five cunning questions on the right, then write the answers down on the back of a postcard or sealed envelope.

Send it to:
Shut-up-and-rave-Alex! Competition
30 Monmouth Street, Bath, Avon BA1 2BW.
Make sure it arrives by **January 10 1993**.

The Questions:

What was the name of the song, featuring a Casio VL-Tone keyboard, which got to number 2 in the charts of 1982?

1 Doo doo doo
2 Dum dum dum
3 Da da da
4 Dee dee dee

Which other popular Amiga sequencing package is available from Software Business?

1 Music-W
2 Music-X
3 Music-Y
4 Music-Z

Which popular cartoon duo of the early Eighties was the subject of a recent rave hit?

1 Strawberries and Creem
2 Roobarb and Custard
3 Semoleena and Jam
4 Jellee and Ice Cream

Is MIDI:

1 A means of communication between electronic musical instruments?
2 A type of Pampers nappy?
3 A type of van?
4 All of the above?

Shut Up and Dance's song 'Raving, I'm Raving' upset which sad Michael Bolton clone?

1 Marc Cohn
2 Curtis Stigers
3 Richard Marx
4 Michael Bolton

RULES

1) No employees of Future Publishing or Software Business are allowed to enter this competition.
2) The editor's decision is final, and no correspondence will be entered into regarding the competition.
3) Anyone who admits to being a Michael Bolton fan will be immediately excluded.





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Screenplay

Who's afraid of **Amiga Format?** This Christmas it looks like plenty of software houses have either forgotten to hand in their games, or they're just simply avoiding us. Why? Because we tell it like it is, that's why...

WELCOME TO THE FUTURE

You'd have to be nuts to think about buying a console these days, now the new A1200 is here, yet people do, every day. These misguided souls are under the illusion it's cool and cred to own one of these cut-down, half-pint hand-helds. How sad. If only they'd stop to think for one minute, they'd realise there are over 3,000 games for the Amiga, while the console market would be lucky to stump up more than 700 – on all formats!

Maybe that's the problem – there are too many games to consider; too much of a choice to make. They need the warmth and security of a tiny-minded, mainstream bunch of mass-market pap, while Amiga owners prefer to romp through the wealth of entertainment software that their machine can use. But then they know the secret...

It's a little-known fact, that for every Amiga owner, there's a special organisation fighting for their rights and championing their cause. An organisation that isn't scared to hit the software houses between the eyes and say 'that's crap', when it's true. An organisation that isn't prepared to re-heat the garbage that the softies serve up and plop it on your table. An organisation that won't review half-finished games hoping they, God willing, turn into half-way decent ones before the mag goes on sale.

And the name of this peculiarly devoted organisation? *Amiga Format*, who else?

THE REVIEWERS

As '92 fades into the sunset, we pose the question 'What was the best game of the year?'

TIM SMITH
It's still *Monkey Island 2*, but I'd like to be radical and stick my vote down for *The Manager*. It's the best football simulation I've ever seen.

ANDY NUTTALL
Putty. Because it's not crap, it's playable, got marvellous graphics and sound, and it's about the stuff you stick around window frames really.

PAT MCDONALD
I thought they were all crap actually. Not a single game worth the money they're charging. Except of course for *Eye of the Beholder 2*

GARY LORD
PushOver. I remember spending an afternoon, with a young friend, playing it to death. More fun than a packet of Quavers, and no mistake.

MARCUS DYSON
Zool, because it's the one I've been playing most. It's also created the most 'oo and ah' in the biz, and it's made people take notice of the Amiga.

KARL FOSTER
Legend, the one where you run around in a fantasy-land and get to bash things on the head. It sounds like a lot of other games, but I don't care!

PAUL TYRRELL
Civilization because it's got the sort of character that makes you think it's great before you even start playing. And it is!

NEIL WEST
Erm. After that little tirade, I don't suppose it would be appropriate to say that I'm actually a console fan, and I'd go for *Sonic 2*, would it? (No! Go away...Ed)

IS EVERYONE A CHRISTMAS WINNER?



Nigel Mansell's World Championship
Here's one game that did make it to the finishing line in time for Christmas, but Gremlin are probably wishing we weren't there to welcome it home. So what did we think of the most-hyped game of the year? Is it as spell-binding as Nigel Mansell's romp to victory? Will it last as long in the playability stakes as it did in the warm-up? We take *Mansell's World Championship* for a spin and bring you the *Top Gear*-style report. For the full picture, turn to **Page 102**



Legend of Kyrandia
The chaps who were behind the *Eye of the Beholder* stunners have taken a new direction. This time, Westwood have now teamed up with Virgin, and brought you a *Monkey Island*-style graphic adventure that is really full to the brim with high-quality artwork and simple controls. But how does it fare against Lucasfilm's finest? Find out on **Page 108**



Cool World
One of Ocean's crazy Christmas licences, *Cool World* is the game of a film of a cartoon book. But is it a deeply wonderful, smooth-scrolling platformer that would put *Zool* to shame? Or is it another churn-em-out Christmas cash-in like we've seen oh-so-many times before? Why not turn to the full review, where we tell it to you straight. You'll find it on **Page 120**



Humans
Mirage are making moves into the *Lemming* territory, hoping to score as highly as Psygnosis did. Is it too late for this style of puzzle game, or is there still plenty of life left in this comparatively young dog yet? We reckon that an old idea done better is almost as good as a new idea done badly – and *Humans* is somewhere between the two. For the total overview, get yourself along to **Page 114**



3D Construction Kit
A couple of years ago we called it 'virtual Lego'. Now the do-it-yourself computer building site is back once again, with updates a-plenty and loads of newer, simpler functions. Is it just the thing for a vector-head, or will it drive you quite crazy just trying to get a grip on things? For the very latest in builders' mates, check out the *3D Construction Kit 2* review on **Page 140**

He's suffered more than his fair share of gremlins in the past, but now Mansell is the champ, it must be time for an endorsement, then, eh?



It looks like racing, it feels like the dodgems, but it's not particularly convincing. *Mansell's World Championship* is fun, but it's a bit of a weedy retro title that's been done better in the past.

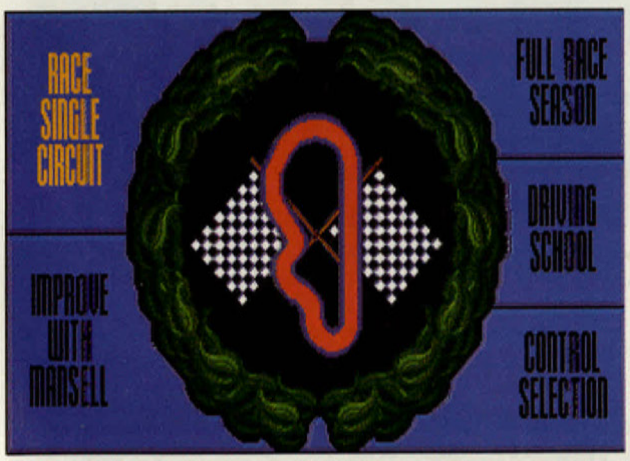




Nigel Mansell's World Championship

Cor! The lad done well, didn't he? Nigel 'Our Nige' Mansell romps home to victory in the Formula One World Championship, and to celebrate, Gremlin launch their much-hyped *Nigel Mansell's World Championship* in the same year. Luck? Or inside knowledge and a smidgin' of ESP? We'll never know, but you've got to admit Gremlin were definitely at the right place at the right time, this time.

For your money, *Mansell's World Championship* provides you with an arcade-style racing game with the ability to tweak the cars (to a limited extent), and two practice modes. The first is a simple drive-around against the clock, on a circuit of your choice (the full season's 16 tracks are there). It's dead boring, and there are no other cars to jockey with.



Mansell's World Championship is full of different race options, that much is true. But the full race season is the only one our Nige ever had.

Python-esque



The other practice mode is called 'improve with Mansell' and it features a rather poor representation of Our Nige's head and some abysmal mouth animation that would have made *Monty Python* animator Terry Gilliam cringe. Nigel 'speaks' via lines of text which are just far enough off-centre to distract you from steering straight. There's also a full-season championship mode which enables you to save your current position and continue over a few days.

Despite the gloss and smooth presentation, *Mansell*'s tracks are both unrealistic and unconvincing, especially after you've been playing MicroProse's *Formula One Grand Prix*. OK, *Mansell's World Championship* isn't meant to be a simulation, but still, there are too few road-side objects and the ones that exist repeat too often. Besides, they're all pictures of *Zool* or *Lotus 3* adverts, arrows or bits of digitised Lichtenstein artwork – not really right for that Grand Prix feel. And they are far too close to the kerbside, leaving you little room for error on tight bends.

The view is very flat – the perspective

TALKING HEADS AND ROADS TO NOWHERE

At first glance the 'improve with Mansell' mode has a bit of novelty value, and may even be useful, but it soon gets incredibly tedious. Mansell's limited repertoire of comments just gets stultifyingly boring once you've heard it all. It's also a bit annoying when Mansell's programmed response is banal and obvious – when you've clipped a side-object for the umpteenth time and the Mansell figure says 'Do not hit objects' like you're doing it deliberately, you feel like smashing him in the face. While he does give encouragement when you're doing OK, he doesn't exactly give much warning about approaching bends – until you're already heading for trouble. He's too busy saying "well done" to warn you that the next corner is a second-gear left-hand hairpin until you've reached the apex.

There's even a dotted racing line scratched on the track surface in this mode, but I defy any real racing driver to follow it. Mansell says (in text) 'Get on the racing line' whenever you're only a wheel's-width off it, and sometimes straddling the racing line exactly means that one side of the car is running over the kerb, even on the straights – surely this can't be right?

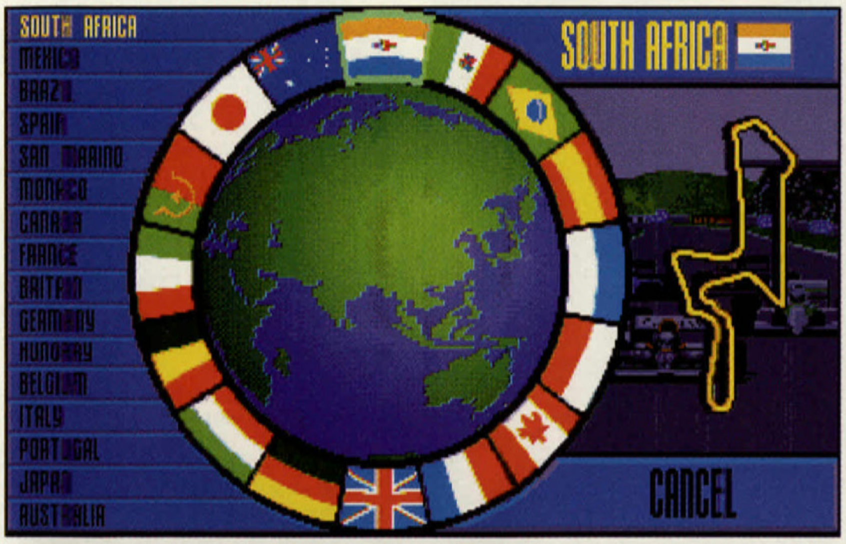
It's fun to improve with Mansell, for about five minutes, then it gets very, very dull. You can't help asking yourself if it would have been better to have an 'improve the game' mode instead.



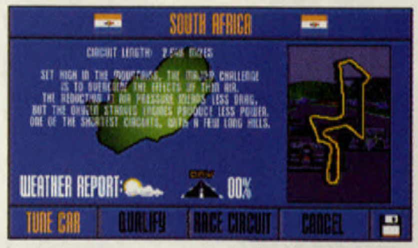
A left-hand bend ahead, and we're on the racing line (which is also on the left) and he says "speed up". Eh?



Half way round the corner with my trousers filled, and only then does he warn me this bend is coming. Crazy!



Sixteen circuits and plenty of snappy presentation make *Mansell's World Championship* feel like a very big game. But don't be fooled, the circuits all have a similar feel, and the same lack of detail.



Read the pre-race warning to find out the likelihood of rain – you don't want to end up wet.



Hats off to Gremlin for being the first software house to support the new FreeWheel steering 'joystick' – pity it's not out yet!

doesn't seem to work properly, and this reduces the feeling of speed and stops you from anticipating the corners properly. The graphics which scroll across the horizon are only about two screens wide, and are truly bland – you feel like you're revolving in a drum because the view in the distance never really seems to change much.

Worse, the steering seems wonky because the hands on the wheel change position according to the piece of track you're on – nothing to do with the way you're moving the joystick. The amount of steering lock you can use changes depending on whether the current track section is straight or cornered left or right. While this doesn't directly affect playability, it does seem a bit odd.

At first all you notice is that the car seems to be sliding the front-end everywhere, and it's only when you stop and see how things move that you realise it's a trick to fool the eye – one that doesn't really work and only serves to confuse. It's done to give the feeling of 'opposite lock around the corners', but it just looks like your steering rods are out of alignment.

Mansell's sound effects are, sadly, pathetic – real 1988 stuff. Sad little buzzes and rain that sounds like white noise on a radio is not exactly mood-enhancing stuff. The front-end music is better, but nobody's going to buy a game just for that, are they?

Crash and burn

Racing against opponents is (as always) a lot more fun than racing against the clock. But even this isn't as good as it could be. Most of the circuits are too narrow to overtake properly, and the result is that you usually end up clipping something as you pass. For some obscure reason, your opponents have an advantage in this situation – you very often end up back in first gear with your foot flat on the boards trying to get your speed back, while



It's got everything that *Lotus* had, and a few bits more, but somehow *Mansell's World Championship* doesn't quite live up to the track record of its older brother.

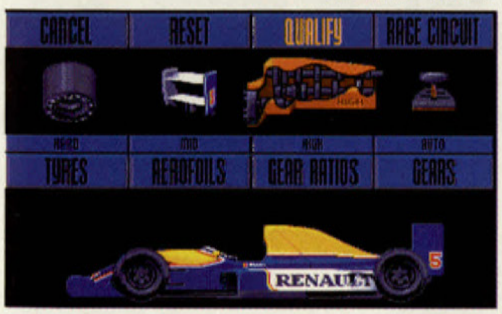
the guy you hit (or hit you) goes whizzing off into the distance unperturbed.

The game could have been a biggie, (and let's face it, it probably will be, whether I get annoyed with it or not) but instead it is bland, uninspiring and a bit tedious – not really much of an accolade to 'Our Nige', the first British World Champ since 1976. Shame. He deserves to have his F1 days remembered in a better light than this. It's a real let-down after *Formula One Grand Prix*. OK, so maybe that's spoiled us, but it's set standards which Gremlin's offering hasn't even come close to. Sure, you're going to say '*F1GP* is a sim – not an arcade game' and that's fair comment. But it makes no difference when you find as an arcade-racer, *Mansell's World Championship* isn't even as good as *Lotus 3*. This is sad, considering it's a similar game from the same software house. In fact it's on a par with the aged *Continental Circus* and maybe *Super Monaco GP* with less graphics. Even *Vroom!* is faster and smoother – and that has a two-player mode, which *Mansell* doesn't.

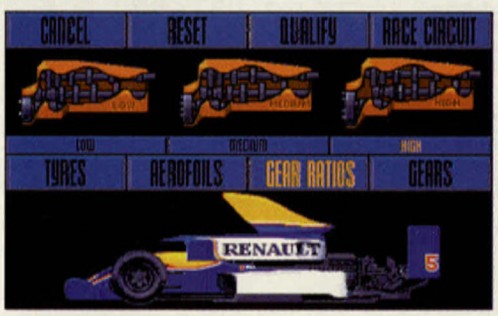
Mansell's F1 chapter closes and next year he'll be racing Indy 500. At least he'll have an excuse for going round in circles. Gremlin don't, and they've brought us right back to the dawn of Amiga racing games with this one.

Neil Jackson

IS THIS THE PITS OR WHAT?



Changing your racing set-up couldn't be simpler. You just select the appropriate bit of mechanics and hit the button.



If you change the gearbox, you get to see your beloved Red Five taken apart and rebuilt in seconds flat.

***Mansell's World Championship* redeems itself a little by offering you a range of car set-ups for each circuit. It's a bit simplistic, and there's none of the minute adjustments and tweaking that was the order of the day in *F1GP*. But that's a boon, because it means *Mansell* is a lot easier to set up – each part has only three variations, so it doesn't take long to try each combination on a circuit and find the best one.**

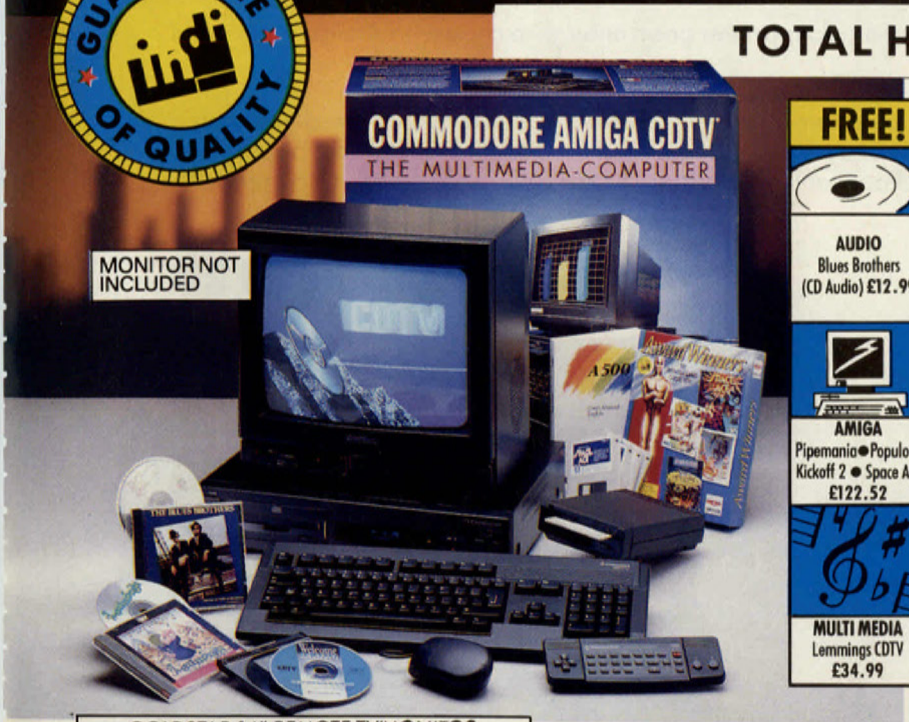
Nigel Mansell
Gremlin ■ £29.99

- Fast and furious, but not as good as *Vroom!*, and there's no two-player mode.
- Lacks atmosphere, thanks to crap sounds, roadside detail and horizons.
- If you like F1 racing, buy *F1GP*; if you like arcade racing, buy *Lotus 2*!
- The let-down of the year? Could be, but it is fun for a short while.
- As good as the rest of the arcade-racers you can buy on budget for half the dosh.

AMIGA FORMAT Verdict **55%**

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The Amiga has enjoyed a plethora of graphical adventure games in the last year or two. Now Westwood Studios, creators of Eye of the Beholder, dip their toes into similar waters with the help of a villain called Malcolm...

Legend of Kyrandia







Strange though it may seem, in adventures you can sometimes find out a lot about your enemy's personality just by his name. In *Monkey Island 2*, for instance, LeChuck sounds like a real hard nut to crack; while in the *Zork* trilogy the Grue is a horrid slimy beast which only attacks when it's pitch dark. If your enemy is given the name Malcolm, though, you know almost immediately that he possesses both some charming and devilish characteristics that make him strangely likeable.

And sure enough, the Malcolm in the story of Kyrandia is a twisted court jester, who wears a silly striped costume which raises a smile in his victims before they are led to a grim death. Gone then are the amusing twinkling eyes, replaced by a menacing glare; instead of juggling balls, he juggles razor-sharp knives. Yes, along with the pirate LeChuck and the monster Grue, the name of Malcolm the jester is set to become synonymous with all that's wicked.

The story of Malcolm's downfall began when he murdered the king and queen of Kyrandia, and took up residence in Kyrandia castle. The castle was the home of the Kyragem, the source of all magic in the land, and so Malcolm assumed almost total control over the people. Fortunately for the Kyrandians and for the game, Kallak, head of the Mystics and father of the slain Queen, found enough power to banish Malcolm to the castle. Then, with his grandson Brandon, he took up residence beyond the Timbermist woods, far away from Malcolm. Due to the absence of the Kyragem, the Mystics were unable to keep the restraining spell around the castle for long, and soon Malcolm was free.

Now Brandon has grown up, and although he doesn't know it, he is the sole heir to the throne of Kyrandia, and the only one who can rid the land of the evil Malcolm. You must

IF YOU GET CHANCE, IT'S WELL WORTH A VISIT...

The land of Kyrandia has many interesting flora and fauna to offer the curious adventurer. Whether you're into Gothic architecture, elementary alchemy or just Nature's splendour, there's something there for you. Let's whet your appetite with some of the sights to be seen...



Temple of Kyrandia



The Marble Altar



The Pantheon of Moonlight



The Castle Gate



The Cavern of Twilight





INSTALLING KYRANDIA ONTO HARD DRIVE

The instructions in the manual for installation are non-existent, so here's what to do:

1. **Make sure your hard drive has at least 7Mb of free space on it.**
2. **Open window where you want to install *Kyrandia*.**
3. **Insert disk 1 into your Amiga, then double-click on the *Kyrandia* icon.**
4. **Move the pointer over the Install icon, then hold the left mouse button down.**
5. **Move the icon over to the window which you've opened from your hard drive.**
6. **When it's finished copying, double click on the Install icon from your hard drive window. Hey Presto! *Kyrandia* is now installed.**

The Wizard prepares to demonstrate SPC (spontaneous pointy-hat combustion) with the help of his fire-breathing dragon pal Brandywine.

play the part of Brandon, and help him take control of the Kyragem.

Conversation killer

Right from opening the box, it's apparent that *Kyrandia* is a big game. It comes on nine disks, which can be installed on to hard drive (see top of page). If you have a hard drive, playing the game is a dream; if you have two floppy drives, it's slow but bearable; if you only have one floppy drive, it becomes a bit of a nightmare. This, unfortunately, is the nature of graphical adventure games – *Monkey Island 2* suffered in a similar way.

The music has a similar feel to the iMUSE system used in the latter, while a similar font is used for the text. Control of Brandon is via a point-and-click system, so you point to a place, click the mouse button, and Brandon will move there.

As you move Brandon around, you notice that all of your input to the game is done graphically. Unlike *Monkey Island 2*, where you had a large say in the conversations, Kyrandia has fixed speeches which occur when Brandon meets a character. This gives the impression that you're not so much interacting with the story, but merely guiding Brandon around solving puzzles. While this isn't necessarily a bad thing, because some people found the conversations of *Monkey Island 2* a bit flippant at times, hardened adventurers may find it a bit limited.



Above: our hero Brandon morphs into a winged Pegasus. Below: the circular floor is a clue to what's behind...



Whistle a happy tune

The graphics which describe the land of Kyrandia are nothing short of stunning. The attention to detail, along with the vivid use of colour make Kyrandia an incredibly beautiful place. The characters which are scattered around the land are similarly detailed, and expertly animated. Malcolm is especially good; as he walks threateningly towards Brandon he constantly juggles knives, sometimes throwing one up high into the air before catching it behind his back. Also, the scene where Brandon morphs into Pegasus is a stroke of genius.

The music and sound effects are excellent, and set the atmosphere well depending on the stage of the game. In the labyrinth, where all is dark and dingy, the music takes on a very doomy and deathly tone; while out in the open air a happy tune merrily plays away as Brandon wanders around.

The game is fairly linear, in that most puzzles must be solved before you move on to the next part, but unlike some adventures that are around at the moment, *Kyrandia* doesn't become boring when a difficult puzzle arises. Sometimes the solution is glaringly obvious, so when you realise the answer you kick yourself with annoyance; but most of the time the puzzles are cleverly thought out and intricate, and take a long time to solve.

One or two puzzles, though, are just downright annoying. For example, in the Timbermist Woods is a golden bowl sitting on a marble altar. A variety of gemstones are scattered around the woods, about 10 in all, and a selection of four stones must be inserted into the bowl in order to obtain a flute. The order in which the stones are placed varies with each game, and so placement involves a great deal of trial and error. Place the wrong stone and it will be transported to another part of the woods, so you must go off in search of it once again. An obvious way around this is to save your position before placing each gemstone, but such actions shouldn't be necessary to solve puzzles in a modern adventure.

To add to this, Brandon has the annoying habit of replying to some of your commands with a completely inane phrase. Attempting to pick up an object which isn't allowed, for instance, will cause a reply such as "Would anybody notice if I just went home?", or "Why do I have to do all the work?". Because you're the main character in a game which I just paid 36 quid for, that's why.

See no evil?

It would be unfair to say that these comments apply to all of the game, though. The majority of *Kyrandia* is very playable, and many of the puzzles are highly rewarding. The graphics are beautiful, the animation is excellent, and the sound is atmospheric.

The humour, too, is abundant. The funniest part of the story is the conversation between Darm the Wizard and his pet dragon, Brandywine. The two are just like an elderly husband and wife; he is arrogant and forgetful, while she is prompting and, at times, condescending. Don't worry though, I won't spoil the scene by describing it in too much detail, but suffice to say that it's almost worth buying the game for this scene alone.

As with all graphical adventure games, this has to be compared with the bench test that is *Monkey Island 2*. Above all of the recent graphical adventures, such as *Curse of Enchantia* and *Lure of the Temptress*, *Kyrandia* comes closest to matching the humour, style and atmosphere of the LucasFilm game.

The Legend of Kyrandia is the first in a series of Fables and Fiends adventures. If Westwood Studios make all of the puzzles both intricate and logical, add more interactivity with the game's characters, and remove the inane ramblings of the lead character, then maybe the second in the series will be crowned the king of Amiga adventure games. For now, this is merely a fine adventure, which is great for ex-Monkey Islanders needing a fix.

Andy Nuttall

The Legend of Kyrandia
Virgin ■ £35.99

- **Gorgeous graphics, excellent animation, atmospheric sound.**
- **Simple controls, using icons with no need for text input.**
- **Slow loading unless you've got a hard drive.**
- **Easy to play at first, but some later puzzles are more difficult.**
- **Not as good as *Monkey Island 2*, but definitely the next best thing.**

Amiga Format Verdict **87%**

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This is the level as a whole, and you've got to rescue the guy at the top who is yelling 'Haylp'. Those boulders that are in the way are apparently leftovers from Stonehenge – they can be got rid of by a strategically placed Human.



The icon bar enables you to control what your dude has managed to pick up.



Be careful not to run over your mates' toes, otherwise they'll hop on one foot and yelp at you.

The Humans

Oh yes, it's another game in the Lemmings vein. The Humans are hoping to evolve into a truly addictive puzzle game like their predecessors, just in time for the Christmas rush. Can they knock Psygnosis' lot off the top spot (or cliff) though?

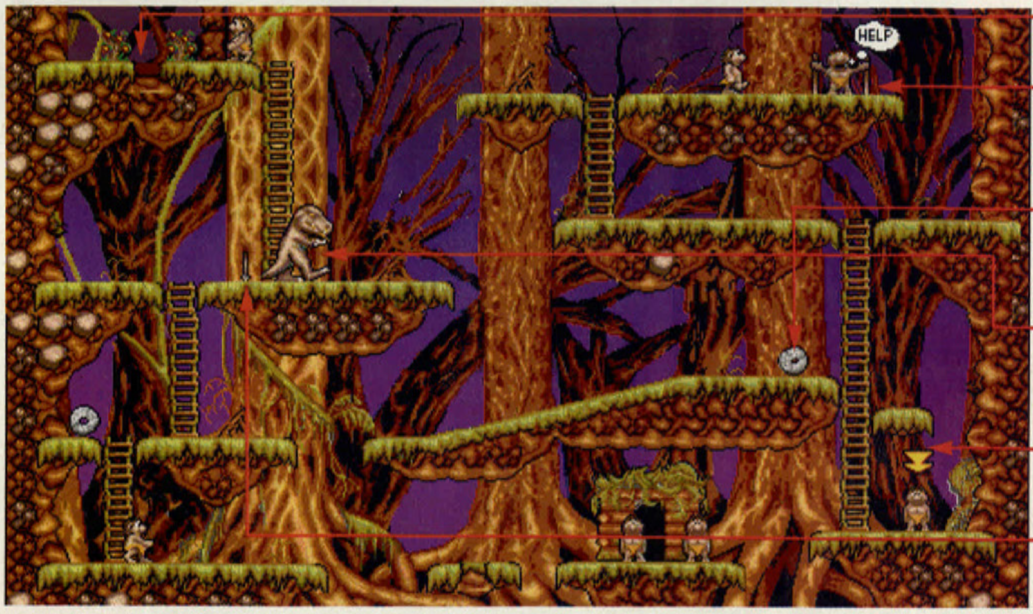
It's very rare these days that a brand new type of game arrives on the gaming scene; something that is totally original. Most games fit into an already well-established genre, and usually within it you have one game that has set the standard and stands out from the rest of the gang. For footie games see *Kick Off 2* (though our Nutts would probably say *Sensible Soccer*), cute platform games see *Rainbow Islands*, god sims – *Populous 2*, graphic adventures – *Monkey Island 2* and of course cute puzzle games – *Lemmings* (not having seen a copy of the sequel).

The Humans fits snugly into the last category, and you can bet your bottom dollar, nickel or cent that every review will compare this game with what many regard as one of the greatest computer games ever (yours truly included). But is it any good? And is it as good as *Lemmings*?

Well, first major whinge of the game is the frightfully dreadful loading system – I mean we're talking painful city here. They have managed to crunch this disk down on to only three disks! And luckily it doesn't recognise second disk drives, don't you just love games like this? But of course that doesn't mean the game's no good.

You're sent back to prehistoric times and, yes, dinosaurs and cavemen (the eponymous homo sapiens) roam the Earth simultaneously (we all know this isn't historically true – but, hey, this is a computer game). Your task with your cute little tribe is to guide said primitives through various stages of evolution (levels, to me and you) discovering various human... er..

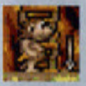
HOW TO HELP THE LITTLE HUMAN BEANS ON THEIR WAY...



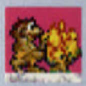
- This is where you've got to get your little human to on each level.
- Any stranded little bleaters like this fellow have got to be rescued. If they're being guarded by an evil-looking bod you will have to use your spear.
- If you come across that great invention, the wheel, then hop on board and you'll soon be flying across the screen and any large gap that needs vaulting.
- This guy patrols the end of the level. He's easy enough to spear. But beware because sometimes they don't simply roll over and die.
- This tells you which little dude you're in control of. To swap between them simply use the cursor keys.
- You'll have to throw back the spear to your comrades, but watch out that you don't spear them by mistake.

YAB-A-DAB-A-DOO!

Being the dawn of man, you'll find the brain has not quite developed, it's still at level of a Millwall or Leeds fan level, so here's a quick breakdown of what does what.



SPEAR: these are multi-functional, and it's always a good idea to take a handy spear along wherever you go on most of the levels. You can use them to leap across craters and platforms, or you can use it in a more conventional way to kill the odd Dino who's running around flashing his gnashers.



FIRE: removes unwanted foliage from the way of your Humans. Careful that you don't use it too near your tribesmen or you'll turn them as black as a cinder – it's worth doing for novelty value at least a couple of times.



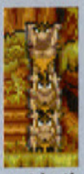
ROPE: very handy for lifting fellow members of your tribe to safety out of rather deep ravines that they'd have great difficulty jumping out of.



WHEEL: these can be mounted and ridden unicycle style. They can also be rolled back to help other Humes along.



DINOSAURS: are very dangerous if not treated correctly, ie they eat you.



STACKERS: in prehistoric times man (there aren't any ladies around – but your tribe does get bigger!) was a bit on the short side, so when climbing over boulders you have to climb on top of one another, not in the Biblical sense though.



PTERODACTYL: this peculiar prehistoric bird is dead handy if you need a quick ride to rescue a fellow caveman or piece of rope you might need.

discoveries to help you along the way; the spear, the wheel, fire and the rope. These are some of your tools to help the Humans escape from one level to another.

The implement you seem to use most, though, is the spear, which with a rather complex combination of keyboard and joystick, is used to hurl your Human from platform to platform to reach the exit point of each level. Compared to the fluid mouse movements *à la Lemmings,* using your spear does become rather tiresome at times.

Ride a white swan

The main obstructions that you'll meet along the way are bushes (which need burning down with fire) and stone boulders (strategically placed Humans will remove them in a Scooby Doo secret-passage-type fashion). Spears can be used not only for leaping across chasms, but also for killing unfriendly T-Rexes, but beware because sometimes your spear is useless and you get eaten: though it's worth expending the odd Human because of the rather excellent sampled roar.

When you discover the wheel (that is, find one lying around that someone else has already invented) you also find an alternative to the spear for jumping from one platform to another. Wheels can be either ridden or rolled (which enables you to pass them back to your peers). Also if you whizz past other Humes while riding on top of a wheel and crush their big toes, they will hop on one foot nursing bruised and rather red toes. Nice little touches like this, though, are rather few. There are certainly none early on enough to endear you to the game and your fellow Humans.

Rewards? Well, as you progress intermittently you will be rewarded with various comic Human animations, the in-game animation is quite good and the game scrolls smoothly along, and the screen shakes authentically when you jump down off a platform. The little fellows are not particularly cute though (give me a Barney and Fred any day) and on some of the levels they blend in so chameleon-like with the backdrops you almost lose sight of them.

Hit or miss?

So is it any good or what? Well it's not bad. Although at first you will be put off by the tiresome loading, but once you've played through the first half-a-dozen levels the game does hook you in; there's a great satisfaction-factor once you've sussed how to complete a level, and in trying to do it in the recommended time. The controls can be cumbersome and this becomes especially annoying when you're tight for time and you have to have your jumps pixel perfect to make a successful jump.

Mirage have certainly come up with a fun theme for a game in this genre, but some of the early levels can be incredibly frustrating, and if you haven't got a level code you're going to be wanting to do some rather inhuman things to the game's programmers.

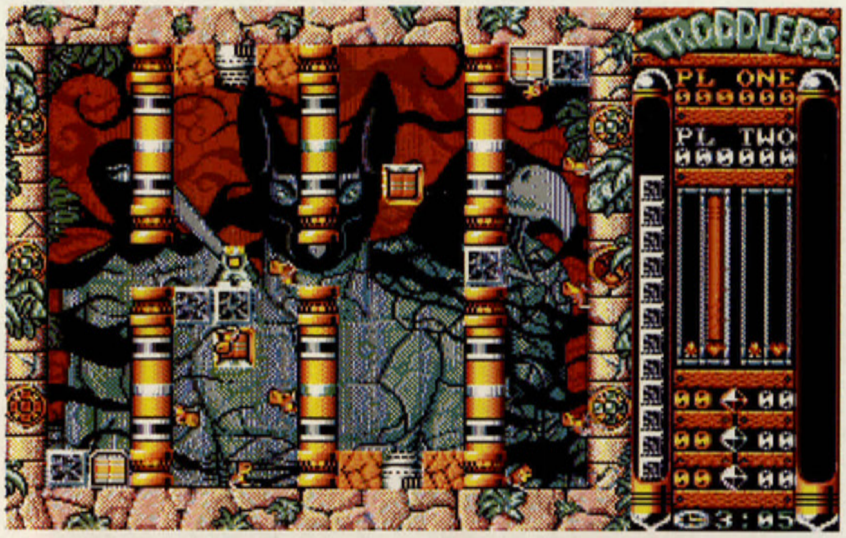
If you are a fan of this genre, though, then you'll probably enjoy *Humans.* It's nothing new, but with 80 different levels and stages of evolution to get through you'll probably have a yabba-dabba-doo time, a yab-a-doo time, you'll have a gay old time.

Gary Lord

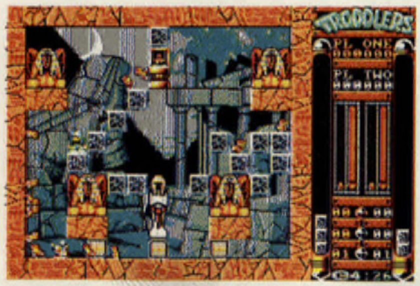
Humans
Mirage ■ £25.99

- Too much disk loading for anybody's liking. Have a good book handy.
- Derivative of the *Lemmings* genre, but that's no bad thing in itself.
- Imaginative levels later on in the game, plenty of thought has gone into the puzzles.
- There are a few glitches that can be tap-drippingly irritating.

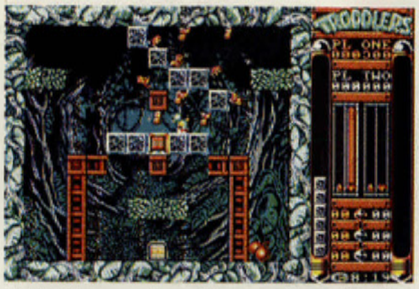
AMIGA Verdict FORMAT **72%**



Even if you manage to get the troddlers home, they must be the right way up otherwise they completely ignore safety and trog off into danger regardless.



Themed levels are good to look at but are also viciously constructed in order to make life hell.



On the floors, on the ceilings, on the walls, this lot will troddle anywhere. Tricky little devils.

Troddlers

There is no simple way of describing *Troddlers* by Storm. It looks like *Lemmings* initially, loads of little sprites wandering about various death-filled screens. Luckily (or not as the case may be) this similarity is only superficial. Hokus and Pokus are assistants to the wizard Divinius, master of magic and logic and supreme sorcerer. One day, Divinius gets them to clean his storeroom. They are forbidden, though, to touch his potions. But being two lazy little apprentices they decide to use instant troddlers (little creatures who resemble lemmings) to do their work for them.

Hokus and Pokus add too much instant-troddler mix which lets loose all the troddlers. To make matters worse, all the troddlers find a teleport box which transports them away. Oh dear, they will have to retrieve all the troddlers for Divinius or suffer his wrath. One more thing, teleported troddlers have a nasty habit of becoming zombified.

Oh no! more Troddlers?

The object is to get a set number of troddlers home safely, though in some cases to reach the required quota you may also have to collect the various gems dotted around some level screens. Hokus (for argument's sake) in one-player mode has the job of collecting all the troddlers from the 100 single-player levels, while Hokus and Pokus can team-up for 50 two-player levels. There is a third option which is called war. In this the teleport box transforms Pokus so that he joins the zombies' side, and then the two players have to compete to get their troddlers home.

Unlike *Lemmings* there is no set of icons to direct the sprites, and the only thing your character can do to affect the troddlers' path is to create blocks of stone in the air around himself using a combination of joystick movements. These blocks can then be used to direct the troddlers.

This system works because troddlers follow the edge of any platforms, so a troddler will walk along the top over the edge and then along the bottom without falling off. This means you can change the platform that a troddler is walking on by putting blocks in-between the original platform and the new one you want the troddler on. Positioning the blocks where you want can present problems, because even though Hokus can jump and move around the platforms, he will often be required to get to areas of the screen that are way out of reach. This requires a bit of block building, which can then be climbed upon.

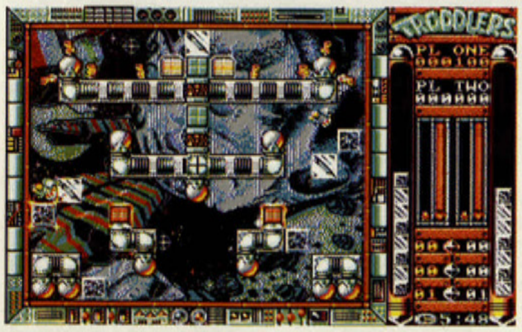
Unfortunately there are more problems to make you curse and scream some more. The first of these is the limited number of blocks you have available to you. This number can be supplemented by absorbing any blocks already present on screen back into your reserves, so you may have to absorb the block you are standing on while jumping up to the next level at the same time. This means you have enough blocks left in your reserves for the next task. The second are the zombified troddlers, these are lethal and inhabit some of the later levels. Most annoying on some levels is the time limit which can be crippling, to say the least.

I like troddling

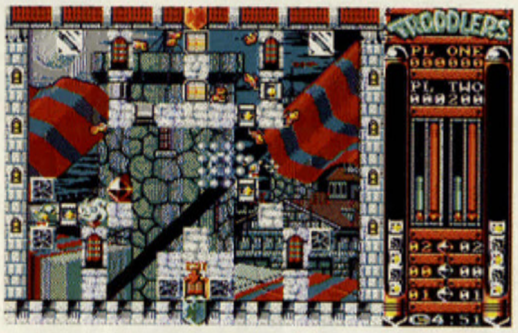
Along the right-hand side of the screen is your status panel. This shows the health of Hokus (you get hurt by the zombies and by cannons etc) and Pokus, how many troddlers you've got home and the number of gems you have to collect. It also houses your block reserve, which is a tall column of blocks that goes down as you use them on screen.

Troddlers is nice-looking. The graphics don't have as much character as *Lemmings*, but they perform their function well. The music is nice and suitably jolly, but the best thing about this game is that it is fun to play and addictive. Only occasionally will you really swear at a level that can't be completed. All in all, a fun game that isn't as good as *Lemmings* but has a damn good try, and is all the better for it.

Huw Llewellyn



It gets to the point where you think: "Why don't you lot just die! You're too stupid to live." But a job's a job.



The deeper you get into the game, the more obstacles you will encounter to make your troddlers' lives a mess.

Troddlers
Storm ■ £25.99

- Cute troddler sprites, with nice touches to the level graphics.
- Levels are seldom so hard that you end up throwing the disk around in frustration...
- ...but when they are, you most certainly will!
- Genuinely a fun game.

Verdict **82%**



Incredibly painful loading to put up with, stale graphics, but at least SSI manage to keep the game historically accurate.

No Greater Glory

SSI ■ £34.99

Here's an attempt, in the classic Strategic Simulations Inc tradition, to relive the most tedious and retentive elements of the American Civil War. I sat back and read through the copy of *The Red Badge of Courage* by Stephen Crane that accompanied the game, while I ploughed through the disk loading. Before I had a chance to get to chapter three, the screen was ready to play. Yes, time for the grindingly dour turn-based gameplay and colourful(ly static) graphics that we have come to love from SSI.

These games are a number crunching exercise. Moving troops means clicking through at least three dialogue boxes – you can't simply click on one town on a map, click on another town and click on the number of troops and watch as the Amiga animates a graphically impressive long march. No, you have to close your eyes and pretend you have dice in your hand and that your Amiga is a table. If you think that wood warping is fun, you might like this.

Tim Smith

Verdict 50%



It's probably going to be the Christmas sleeper. We didn't expect it to be this good, but it's everything you want from a platformer and more.

Nicky Boom

Microids ■ £29.99

Bouncy, cutey, platforms and power-ups galore. Although the eponymous Nicky looks as if he has been stretched and battered so his features are a bleeding mass, you get the idea he is supposed to be cute. Basically here is a pleasantly executed, very playable bounce-around with a few neat puzzles chucked in.

Nicky has a quest – don't we all? And to complete it, he has to make his way through eight levels of rumbustious, rib-tickling bugs, spiders, killer snails, birds and an assortment of other icky devils. At the off, Nicky is armed with an array of weaponry; he chucks little red keys at chaps. Of course, there are power-ups, and explody things such as orange (cherry?) bombs and spiky brown bombs. Use of these opens up hidden elements to each level. There was a rumour that *Nicky* is aimed at young female children because he gets to pick up rolling pins and other kitcheny-type things along the way. Blatant sexist talk if you ask me. It's fun, it's light, it's fab.

Tim Smith

Verdict 88%

RICOH PCL5 LASER PRINTER

Ricoh UK Ltd is part of the worldwide Ricoh Group of companies, originally established in Japan, in 1936. With a turnover of over $5 billion and 37,000 employees, Ricoh have been producing computers and peripherals since 1971 and are the world's second largest manufacturer of Laser Printer engines. Ricoh have employed their expertise to produce a 'first' in laser printers for the world market, the LP1200 with FLASH ROM.

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Again, unlike the competition, the LP1200 includes a powerful document description language as standard. This language, 'LAYOUT', offers unique opportunities to develop custom-made printing systems. Forms and document templates can be designed and stored electronically in the LP1200's FLASH ROM, alleviating the need for pre-printed forms!

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RICOH LP1200

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- ***SHARP EDGED PRINTING*** — *Ricoh FIAL (Fine Image ALgorithm) enhances resolution*
- ***400dpi RESOLUTION*** — *(Default res. - 300dpi. Will address 200, 240 & 400dpi.)*
- ***2Mb RAM AS STANDARD***
- ***UNIQUE FLASH ROM*** — *For controller upgrade and storage*
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- ***EXPANSION BOARD SLOT*** — *For improved connectivity eg. Coax/Twinax, PC-LAN etc*
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See how the Ricoh LP1200 compares to its Laser Printer Competitors

FEATURES	EPSON EPL4100	HP L/JET IIIP	M'MAN TALLY MT904+	IBM 4029 Model 010	RICOH LP1200
Average Street Price (excl. VAT) (*expected)	£569	£699	£699*	£750	£699
Official RRP (excl. VAT)	£945	£1,179	£1,099	£1,099	£1,195
Maximum resolution in dots per inch	300 x 300	300 x 300	300 x 300	300 x 300	400 x 400
Windows 3 Driver @ 400 dpi	-	-	-	-	YES
Print Speed	6ppm	4ppm	4ppm	5ppm	6ppm
Straight Paper Path	YES	-	-	-	YES
PCL 5 Printer Command Language	-	YES	YES	-	YES
HP-GL/2 Vector Graphics included	-	YES	YES	YES	YES
Resolution Improvement/Enhancement	YES	YES	YES	YES	YES
Standard RAM	0.5Mb	1Mb	1Mb	1Mb	2Mb
Full A4/300 dpi graphics with standard RAM	-	-	-	-	YES
Warm Up Time	<45 secs	<60 secs	60 secs	33 secs	45 secs
First Page of Text Output	<20 secs	<40 secs	34 secs	20 secs	<15 secs
Document Description Language included	-	-	-	-	YES
Flash ROM	-	-	-	-	YES
Upgradable Firmware	-	-	-	-	YES
IC Card Slot	YES	-	-	YES	YES
Scalable Resident Fonts - in HP LJ III Emulation	-	8	8	0	8
Resident Bit-Mapped Fonts	11	14	14	16	14
AGFA Intellifont Scalable Font Technology	-	YES	-	-	YES
HP LaserJet III Emulation Included	-	YES	YES	-	YES
EPSON FX Emulation Included	YES	-	YES	-	YES
IBM ProPrinter Emulation Included	-	-	YES	-	YES
Standard Tray Capacity	100	70	100	200	100
Protective cover on standard tray	YES	-	YES	YES	YES
Cost per copy**	1.65p	2.00p	1.71p	1.64p	1.65p
Min-Max Paper Weight in gsm	60-157	60-105	60-120	60-131	60-157
Able to print on OHP Film	YES	YES	YES	YES	YES
Able to print on card (157gsm - Manual Feed)	YES	-	-	-	YES
Standby -Noise Level	<40dB	31.7dB	<35dB	38 dB	<38dB
Printing -Noise Level	<50dB	43.3dB	<46dB	50 dB	<48dB

**As quoted by manufacturers - 2/4/92 — All Trademarks are acknowledged

Silica Systems are pleased to introduce the revolutionary Ricoh LP1200. It has all of the specifications that you would expect to see in today's most technically advanced laser printers, plus a unique additional feature which places it far ahead of the competition - FLASH ROM. This 'Future Proof' technology protects the investment you make when you buy a Ricoh LP1200, as it enables you to keep up to date with new laser firmware developments. FLASH ROM is an area of memory inside the LP1200 which holds the printer's controller instruction firmware. If new firmware is developed, eg an update to the printer's command language, it can be downloaded into this memory. Other manufacturers would require you to buy a new printer! Fonts, macros, graphics and additional emulations can also be stored in FLASH ROM, or on removable, industry standard FLASH ROM IC cards. The new Ricoh LP1200 is the only laser printer to offer this FLASH ROM facility. The LP1200 comes with a 100 sheet A4 paper tray (letter and legal trays also available as extras) and the facility to feed single sheets of paper and card up to 157gsm. An optional extra universal feeder provides the facility to automatically feed up to 150 sheets, from sizes of 98mm x 148mm to 216mm x 356mm in size at weights of up to 158gsm. The universal feeder also feeds up to 15 envelopes, overhead transparencies and labels automatically.

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LAA 5262	2Mb RAM Module	£149.00
LAA 5210	Developer/Toner Cartridge	£65.00
LAA 5225	OPC Cartridge (Drum)	£89.00
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Once you're in the Cool dimension, you've got to shoot the doodles, and retrieve your lost items. But Cool World is not really the place to find these. What you could really do with right now, is a vortex...

Cool

It's Christmas, and as always, that means mega-buck film licences for Ocean. Although many people believe the licenced game is a recipe for unoriginal gameplay, it ain't necessarily so – as Batman and Robocop have proven. So what's this year's top prospect...?

The film *Cool World* is about a cartoonist who creates a place called Cool World in a cartoon strip. But, shock horror, the artist's creations seem to possess a life of their own, and try to escape from the page into the real world, causing 90 minutes of mayhem and frolics. The sub-plot is the love interest, which is mainly concerned with the fact that the artist's prime creation is a rather sexy-looking lass called Holli. She bears an uncanny resemblance to Kim 'Batman' Basinger, and she also possesses a life of her own. And, predictably, she and the artist fall in lurv, making the mayhem and frolics altogether more, well, unbelievable really.

So, enough of the Barry Normanisms; what's the Ocean computer game version like? The two-disk game starts off with a classy sampled intro featuring (presumably) music from the film. This is combined with a cartoon-style animation of the young lady Basinger, gyrating and swirling around in time to the music. Raunchy? Perhaps so, but let's not get too worked up about cartoon graphics, they are, after all, not real. But worried parents need fear not for their children's safety: there are no nipples, hairy bits or otherwise embarrassing body-parts that you wouldn't see in a suburban high-street. Probably.

The Holli and the ink

A click on the fire-button sends our lustful cartoon figure into oblivion and replaces her with the game proper. This is the first anti-climax. Gone are the full-screen *Dragon's Lair*-style graphics, and we're returned to the more normal scrolling platform style. You take control of a private detective (I steadfastly refuse to call him a private 'dick' like they do in standard Hollywood-speak – it's asking for trouble) called Harris.

Armed with a fountain pen (what?), you roam the streets, laying waste to the cartoon characters (known as doodles) and collecting coins. You use these coins to enter the various levels by way of talking doors (you still with me? It gets worse). You see, the doors are themselves cartoon creations, and you need to bribe them into letting you into the cartoons' domain, Cool World. There's an overlay map which you can call up, and this shows you which of the doors will accept a bribe and let you in. All you have to do is get there, with enough money.

This part of the game is probably the most tedious. You trundle along from location to



Door – talking doors, no less, and they don't let you in if you ain't got the cash.

Doodles – the crazy cartoon creations. They'll steal your cash if you bump into them. Squirt them with ink to get cash off them.

nasty nickels indicator – you need the smaller nickels to pass the doors.

Phone – not just a doodle – this one tells you where the next openable door is.



Items – the number of household objects that the doodles have thrown into Cool World – the higher this is, the more dangerous the cosmic balance, man.

Doodles – this shows the number of doodles (cartoon creatures) that have escaped from Cool World. Keep this number low, and the items figure doesn't get out of hand.

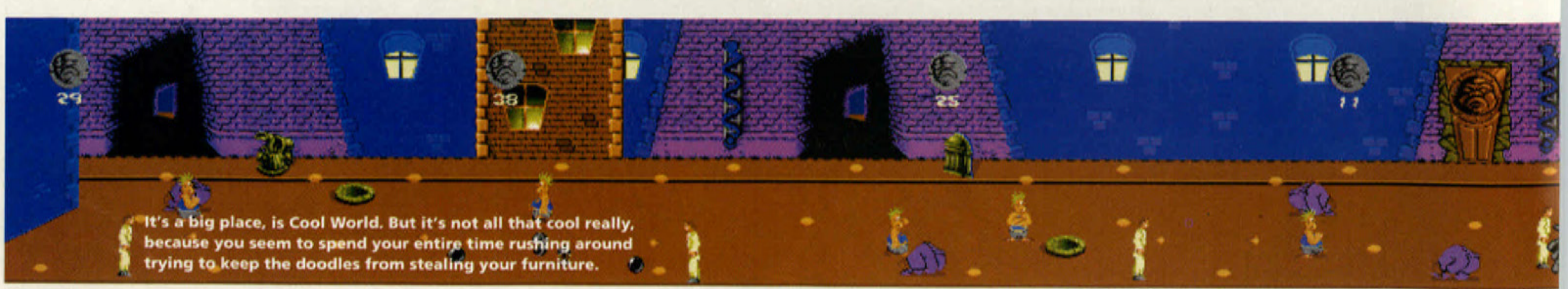
Timer – This counts down from a preset figure (dependent on the difficulty level). If you can keep the cosmic balance OK until the timer runs out, you complete the level.

Lives – you start with six lives. Game Over when you lose them all, of course.

Danger – if there are too many doodles in Real World, and too many items in Cool World, you're doomed. This is how doomed.

Score – er, would you believe this is where your score is shown.

Heart – this shows how healthy you are. If you touch a doodle, you lose one blob. Lose all three and you lose a whole life.



It's a big place, is Cool World. But it's not all that cool really, because you seem to spend your entire time rushing around trying to keep the doodles from stealing your furniture.



World



location, travelling from side to side on an unconvincing street-scene graphic, with occasional exits through alleys above and below. It's all very repetitive, despite the odd bit of scenery in the form of flashing neon signs or manhole covers (which, curiously, you can't seem to walk over the top of properly). The doors all say the same thing when you attempt to pass them, and the two types of doodle do the same things each time they appear. The only difference is when they all do it at once; the screen can slow down to a juddering crawl when there are lots of sprites on screen – something I've not seen since C64 days.

The hole in the wall gang

Once you've made it past a door, you're into Cool World, and you get to play a more conventional platform-and-ladders game. You nip about the strange scenery, zapping doodles with your pen, and then sucking them back up through the nib. Your aim is to stop them passing through vortexes, big holes which act as tunnels between Cool World and the real world. If the doodles make it through to the other side, then you're in trouble. They run around stealing all kinds of household objects and throwing them back through the vortexes into Cool World. This upsets the cosmic balance and endangers your existence.

So you reach the conclusion: why not jump through the vortex , and nobble all the doodles as they come through. A good plan, and one that works despite that most levels have more than one vortex letting doodles through. You can zip around in the real world and get to the doodles before they get to the household objects. Conversely, if you stay in Cool World, chucking the objects back through the vortexes, the doodles just wait on the other side and throw them back again, which gets you nowhere fast.

“ Christmas licences haven't really changed much ”

If you can prop up the cosmic balance for long enough, the level is completed and you get dumped back in the street again, ready to repeat the whole thing in a different location. And this is the other annoying thing about Cool World: because it's basically a maintenance game (rather than a shoot-em-all-up-and-then-deal-with-a-big-baddy-game) it's all rather tedious. There's no feeling that you've done something. All you've done is 'managed' and that's nothing special. When you consider you've got to 'manage' your way through 16 levels before you finally get to meet the Evil Holli (our Kim Basinger penpal) and blow her away, it's not too hot a prospect.

I can think of worse ways to spend your Christmas morning, like helping mum with the turkey (ie dad), visiting the neighbours you never see for the rest of the year and being polite, or being given nothing but socks and ties by your granny.

If I found *Cool World* in my stocking in the middle of Crimble night after the parents had gone to bed (not that that's got anything to do with it, kids – dear ole Father C does exist, honest), I'd be bored with it by morning. It's good fun, but in a kind of soul-stretching, how-long-can-I-really-play-this-for-without-going-mad kind of way. Looks like Christmas licences haven't really changed that much at all, doesn't it?

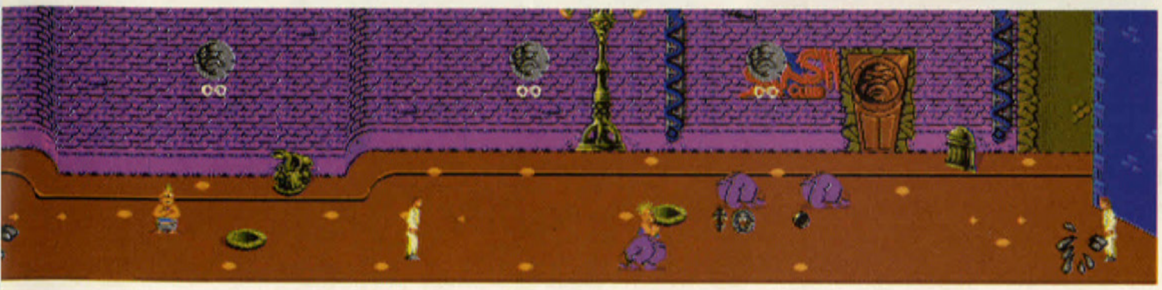
Neil Jackson



Navigating your way around the street-level part of *Cool World* is a nightmare without this overlay screen. The door you can get past is the slightly different-coloured brown one. Easy!



Hey! Hey! It's the telephone man. Each time you finish a level, this odd-looking creature with a handset for ears comes running up to you. At first, you'll probably try to kill him, but don't – he's got an important message for you.



Cool World
Ocean ■ £25.99

- Excellent intro belies the tawdry graphics that follow later.
- A bit of a blast from the C64 past.
- Fun to tinker with, but soon gets very boring
- Uninspiring gameplay doesn't make you feel like you're getting anywhere.

AMIGA FORMAT Verdict 62%

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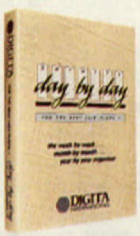
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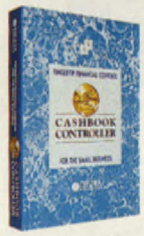


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Musclebound, violent, crazed, aggressive, kill-first-ask-questions-later, crew-cutted hardnuts; lousy to meet when out with your girlfriend, great to play with when your girlfriend's chucked you. And so it is that *Fire Force* puts you in the size 12s of a selection of Navy Seals (the US army's version of the SAS) who are to TV's *Take That!* what a napalm strike is to a campfire. Yup, these guys are as hard as nail pie and they're hell-bent on successfully completing a series of tough, do-or-die missions.

So select which soldier you want to be, send him to the armoury to tool up with whichever particular weapons you feel you just won't be able to get by without and then select one of the four beginners' missions in which to strut your 'all in the name of peace and liberty' stuff. A helicopter sound effect increases in volume as the disk accesses (nice touch) and you're into the thick of the action. If you paid attention at the mission briefing, you'll know what your mission objective is – if not, just slice, shoot or blow up anyone who gets in your way with a view to making it safely to the pick-up chopper at the end of the level. And, err… that's it.

At the start of each and every mission you get to see your guy dropped off by his mates in the helicopter. Quite why they didn't get out and give you a hand is never explained, they're probably just a lot more sensible than you are.



Fire Force

FOUR STARTERS...

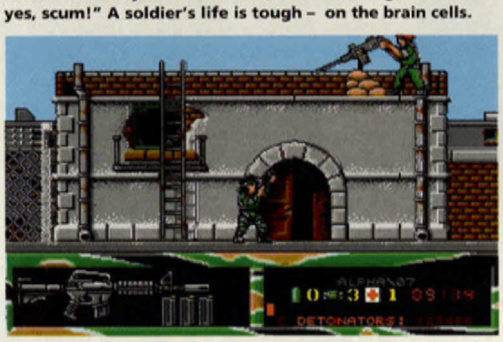
At the start of the game you can choose from four missions with which to test your combative skills. All four are pretty much the same in gameplay, but provide a change in background if nothing else. You want to see them? OK, here they come…



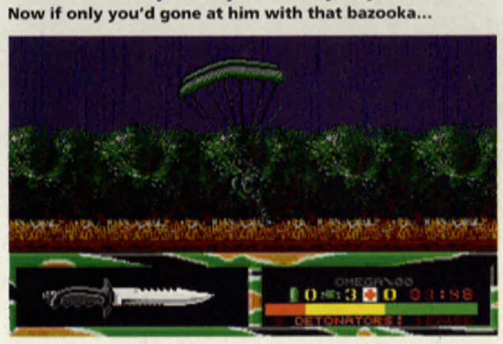
"Ha! Take that you evil, erm... (checks briefing)... KGB, oh yes, scum!" A soldier's life is tough – on the brain cells.



Shot in the back by a man you foolishly only half-stabbed. Now if only you'd gone at him with that bazooka...



Dodgy game mechanics in full effect; in this position you can't shoot the machine-gunner and he can't shoot you.



CRUMP! (or whatever noise it is parachutists make upon landing) – you safely drop in to the start of mission four.

Brains or brawn?

Actually, that's not fair – there's a fair amount to get your head around, and though you don't have to have a brain of Einstein's proportions to get through *Fire Force*, there are a few considerations other than the immediately apparent attacks of the enemy to take into account. Firstly, which weapon should you use when? Ammo is strictly limited so your guns and grenades should be fired only when using your knife isn't practical (like when you're facing a machine-gunner positioned on top of a building). Also, is it worth taking detours into buildings, tents and enemy installations to kill more hun in pursuit of power-ups and first-aid kits? After a while, you'll learn what can be found where, but it will take you some time to memorise.

Controlling your ambassador of death is straightforward, though figuring out the different gun-angle options (you can fire your gun in any of three angles) and switching between your different weapons always seems to take a split-second longer than it takes an enemy to pull out his gun and blast you, but it's nothing that a bit of practice doesn't soon put right.

The action is fairly sedate in pace, but the control mechanism is attentive enough to enable you to react quickly to enemy movements and remain confident that if you die it's your fault – not that of sloppy programming. The sound is also good, with plenty of gruesome effec' to accompany your dash to victory.

Anything goes

So where does this leave us then? Well, on the one hand it's got to be argued that after six years of Amiga games, you'd have thought that games designers should have progressed *somewhere*, but you're not going to see anything new here. But then there are those who'll happily argue back that 'if it ain't broke –then don't fix it' and start gleefully wibbling on about how *Fire Force* is how games are meant to be, and if peeps buy it, fair enough.

So although neither mould-breaking or spectacularly brilliant in any department, *Fire Force* is a highly competent platformer of the old school. There are no surprises to be found here, just good old fashioned run-crawl-shoot-stab gameplay. So to conclude, if only *Fire Force* were released on budget then it would come highly recommended, but as a full-price game costing £25.99 it's just about four years too late. Shame really – because it's really not that bad at all.

Neil West

Fire Force
ICE ■ £25.99

- **Solid, platform/shoot-em-up gameplay.**
- **Large challenge with lots of missions.**
- **Nothing particularly inspiring or original, would be good value on budget….**
- **Just good, old fashioned soldiers 'n' guns.**

Amiga Format Verdict **71%**



Should you manage to battle your way through the first level you'll come across this particularly vicious end-of-level dome of doom. It's extremely hard.



My name is Blain O'Jodpur. Take the mickey out of my turquoise jumpsuit and I'll stick this bendy knife in an intimate place.



Then Jerry spotted a strange man who'd become fixed upside down to the end of a branch. So he shot him.

Assassin

For most of us the word 'assassin' conjures up an image of a black-clad figure, silently creeping through the corridors of power in order to murder some unsuspecting politician. Team 17's latest release, though, puts you in charge of a boomerang-wielding maniac who's intent on making as loud an entrance as possible through his victim's front door.

Bulging with steroid-induced muscle, the Assassin has to seek out and destroy a 'tyrant of the highest order' called Midan. The game begins as the Assassin is dropped from a helicopter into the midst of Midan's guards, from which point he needs your help to fight his way into the villain's underground lair.

Here is where the fun starts. The programmers, Psionic Systems, have searched for a new approach to the platform game and come up with this questionable idea of boomerang-tossing. Dispensing with firearms, they've given him a small, curved piece of sharp-edged steel (an 'ab-original' idea, I thought) which may seem insufficient for slaying Midan's armies. In fact, any soldier laughing at your Crocodile Dundee-like appearance is dispatched with a quick flick of the wrist once you've upgraded your weapon.

Boom-boom-a-bang

Rolf Harris jokes aside, the boomerang idea works well, once it's been beefed up. Difficult opponents, when they die, drop tokens which can be used to widen its flight and make it more powerful until eventually it's whizzing all over the place wreaking havoc. However, the game's difficulty level is reminiscent of Team 17's last venture, *Project X*, which means you've got to work hard, or cheat, for your enjoyment. A few extra machineries of destruction are at your disposal if you can find them. These are called Megaweapons and include such destructive devices as heat-seeking missiles and psychotic androids that you are expected to use mercilessly.



Quite a long drop isn't it? Thank god for stunt doubles and comfy bats, that's what I say.

Midan's guards deserve pity. They're the first people you meet as you infiltrate the base and can be found in a variety of interesting positions). They're also very stupid, prodding you with things once or twice before walking away, which apparently constitutes death. Their dogs are far more annoying, having the sense to continue biting until you turn into an ashamed spirit (much like in *First Samurai*) and ascend into heaven, or waggle them off.

A staggering 200 frames of animation create the main character alone (as the box raves) which becomes very obvious once you start playing. He skips fluidly all over the place and scales obstacles in an equally lifelike manner, swinging from electrified cables and tree branches one minute, climbing ladders and piping the next – the variety of puzzling obstacles to negotiate is huge.

Wait until your billy boils

The themed stages are well complemented by mysterious sound effects. Few people, though, are going to see all of the 1,500 screens which make up the game, which is a shame since the artwork and sound are excellent throughout.

Several hours of fascinated play time with *Assassin* leaves you saying to Team 17 'Come on guys, we're only human!' Then again, hidden delights are scattered all over, which help you on your way, so the game becomes easier, and more enjoyable, with time. Boomerang throwing won't be behind the next generation of platform games, but it's certainly worth tying your kangaroo down, sport, and going out and buying this.

Paul Tyrrell

Assassin
Team 17 ■ £25.99

- Plenty of graphical clout in each colourful themed area.
- Excellent sound effects and good theme tune.
- A very hard game to play, but at least you're getting your money's worth.
- I'd really like to know what Team 17's definition of infiltration is.
- Big, challenging and full to the brim with colourful things intent upon your demise.

AMIGA FORMAT Verdict **85%**

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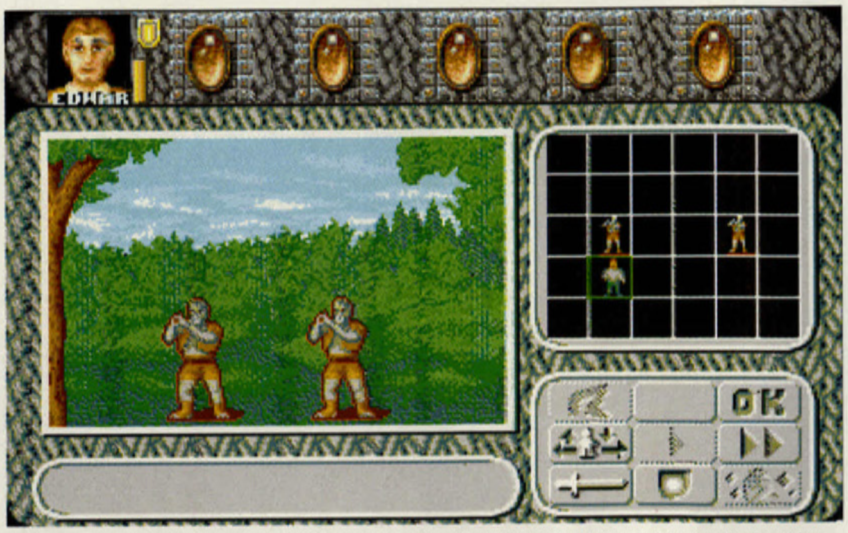
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Fantasy role-playing games are certainly not thin on the ground. Can this latest quest by Thalion stand head and shoulders above the rest?


A chance encounter in the woods gives our hero the opportunity to get his lights punched out by orks. If he had any fellow questers they could be arranged into fighting positions. But he hasn't.

Amberstar





Thalion's latest and utterly ginormous role-playing outing *Amberstar* plonks you into yet another variation on the fantasy-fiction theme – an ancient evil threatens to escape its prison and plunge the world of Lyramion into all manner of bother. That means magicians, heroes, orks (sic), oh, all the usual malarkey that drives fantasists into frenzies of dodgy novella writing.

And yes, you get a novella and a very nice map with the game, both of which add a welcome distraction to the tedious business of installing this three-disker. Handily, *Amberstar* cannot be played from the original disks and must be installed either to hard disk or to three formatted floppies. It therefore renders impossible the silly practice of playing from the original disks and possibly running the risk of corrupting them.

So what have we? A character who, once firtled to your taste via the comprehensive 18-attribute character editor, is immediately informed that his parents were slaughtered by a bunch of orks and that he's a bit miffed really. Having handily disposed of meddling relatives, and given our chappie a damned good reason to have a downer on the forces of evil, darkness and particular unpleasantness, he's all set up for a thrash through a billed 150 maps covering the wider world and its numerous dungeons and cities.

Things that go bump

The idea is to find the 13 pieces of the Amberstar – a magical jewel used a fair while back to banish the evil demon chap, Tarbos, from Lyramion – and assemble them in a special place, the location of which is a mystery until, presumably, the game figures you've got far enough through to tell you where it is. That little exercise should stop Tarbos in his tracks. Along the way you acquire extra peeps to help you out and, through boshing monsters and solving puzzles, develop your character's abilities in true fantasy role-playing style.



First off, we find ourselves looking at a plan view of the graveyard without the walls of Twinlake city with our hero, who for the sake of convenience we'll call Biff, represented as scalp and shoulders. Moving him about is simple enough – either guide him with the mouse or use the direction keys – but it's a tad annoying in that he's all too inclined to bump into things and go 'ouch'. At least he doesn't lose hit points when he walks into a tree.

Moving into the city, the view switches to 3D in the style of *Eye of the Beholder*, but with more 'ouches' as Biff continues to walk into walls – the control system is a tad on the twitchy side. It's here that all manner of clues can be found; in particular, the incompetent nature of Twinlake's architect. You'd expect, what with it being a city and in the open air, that there would be a certain amount of graphical finery on show; buildings, palaces, parks and the like. No, it's largely anonymous-looking stone walls with doors in them, very much like you'd get with an underground dungeon.

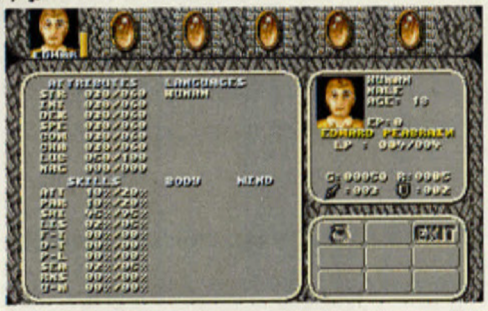
> “ More attention to the plot could have made it immediately spicy and intriguing ”

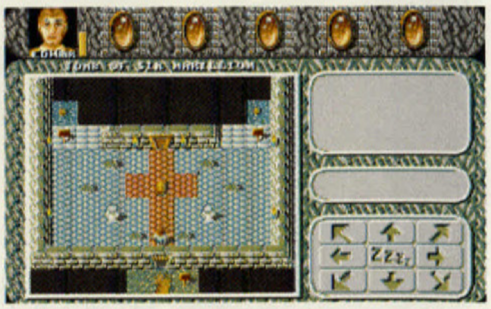
A very useful feature, considering the sameness of the city's design, is automapping. Clicking on an icon brings up a map of the ground you've covered which, if there was a compass telling you where north is, would be exceedingly useful when trying to avoid getting lost. Certain buildings bring up the top-down view once more, while others put you into trading mode – levels can be gained if you've sufficient experience points and gold to spend at a number of guilds, and all manner of handy knick knacks are on sale from traders. Out in the streets you'll chance on individuals with whom you can hold limited conversations – the parser works on a 'key word' basis; clicking on a word (you'll acquire rucks of them as time goes on) elicits either an instruction for you to go on a quick quest or the response "hmm, I can't say anything about that".

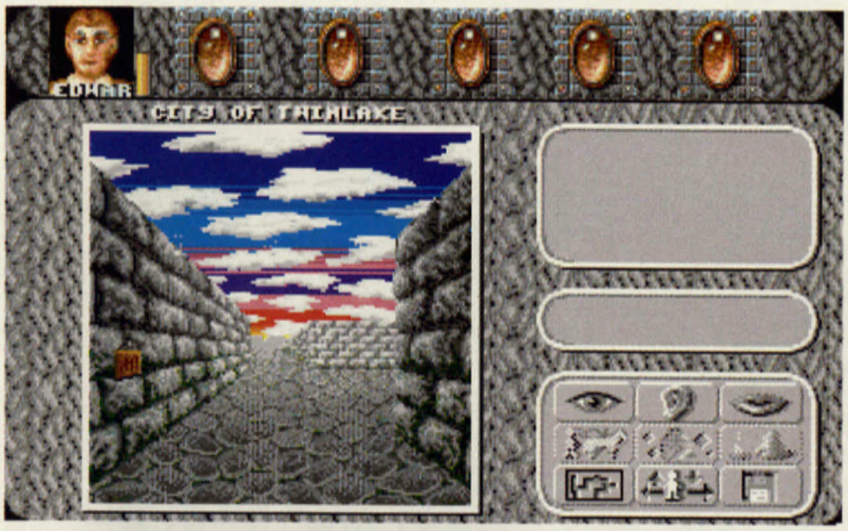
Decidedly offensive

My word, we're 650 words into this review and I haven't yet mentioned the fighting sequences – the screen switches to a face-on view of the animated attackers and you can get jolly tactical by arranging the positions of your party to best effect – or the music – continu-


Automapping is immensely helpful in games of this size. *Amberstar*'s system even has an icon key.


A man of many parts, our hero has numerous attributes that can be fiddled with and developed during the game.


Certain buildings, when entered, throw up a top-down view of the action. Look out for handy artifacts.



The 3D view is reminiscent of so many role-playing games these days. Without a compass immediately to hand it's tricky to keep track of your position as you jump-step through the city.



Amberstar makes no pretences at furthering the fantasy genre. It's all fairly traditional stuff, with wizards, lizards, medieval castles and demonic hassles all thrust into the melée.

ous, situation specific and somewhat tedious – or the extensive spell system – white, grey and black magic, offering spells from the benign to the decidedly offensive.

There's no doubt that this is a big and complex game. There are numerous cities and dungeons to explore in the quest for the Amberstar, and many nasties to despatch. What the game fails to do is leap straight in there and grab you. For all the scene setting in the accompanying novella, it's hard to get straight into the experience of *Amberstar*. More attention to the plot could have made it immediately spicy and intriguing – finding components of quest items with which to foil demons is common fare these days.

Huge fantasy

Couple that with the numerous disk swaps when playing from floppy and you've got an RPG that demands a good deal of your commitment to get the full effect – anyone serious about it should install to hard drive.

This is all fair enough for the RPG enthusiast, but I can't help getting the feeling that when developers create such huge fantasy games they often lose sight of casual players or beginners who need an initial 'pow' factor – be it stunning action sequences or an initially rapid development of the plot – to draw them in. But for those who enjoy the scale of such outings as *EOTB2*, and are prepared to put in the time and effort it will take to complete the game, *Amberstar* offers a pretty good deal.

In short, if you're the kind of hero who walks most quests and swats dark lords like flies, a bid to salvage the Amberstar will doubtless make you break into a sweat.

Karl Foster

Amberstar
Thalion ■ £29.99

- It's big. Loads of places to explore and plenty of quests on offer.
- Comprehensive character generation.
- Auto-mapping is a real boon, but it's a pity there's no compass on the main screen.
- The mouse-and-icon interface is easy to get to grips with, though controlling party movement is a twitchy affair.
- Lacks immediate appeal.

Verdict **81%**

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It could be the *Amiga Format* office, it's so brightly coloured and welcoming. But in fact it's the office of the highly secret Department P, a KGB organisation which investigates corruption in the Soviet secret service. And now it's your home.

KGB

In Virgin's latest hard-hitting graphic adventure, you play a Soviet agent working for the cause of perestroika. You've been drafted in from the Soviet GRU (the Red Army's Intelligence Administration) to help the KGB (the Committee for State Security) investigate itself. From now on, you're a KGB agent – but your mission is to uproot corruption within the organisation. It's a few days before the coup d'etat in which Gorbachev was arrested and the USSR fell back into the hands of the hard-liners again – for a few hours. All these events happen after the game you're playing, but you uncover plenty of clues as to its imminent arrival.

At first some of *KGB*'s seemingly anti-Russian text seems unnecessary, but you soon realise the characters in *KGB* are as detailed and as deep as those in *Monkey Island 2* – perhaps more so. In any event, most of the mock-Russian language and attitudes seem plausible once you've met a few more people.

The first few characters you meet in the KGB building are popular Russian stereotypes, all 'comrade this, and up the revolution that'. There are even a few tractor references and gags about Gorbachev and the bread queue, but this is meant to be a send-up of the hard-liners in the KGB who think like this, not the Russian people in general. It's easy to believe that the game is just pandering to the usual tabloid-style misconceptions and perpetuating the old anti-Soviet myths, but it's not really the case. Once you get a few more conversations going with 'normal' people, things seem more realistic and a lot more entertaining.

Power to the people

KGB bears a strong resemblance to a much older game, *Kult*, (and that's not surprising – *KGB* is from the same team that brought us *Dune*, *Purple Saturn Day*, *Captain Blood* and *Kult*, but in a much better style than all of these). Rooms and views are full of detail, atmosphere and characters that fade in and out rather than walk around.

When characters talk to you you get a close-up animated face and a pixellated enlargement of the background. The effect works well, and after a while you become quite comfortable with it. Each character's face is different, and each face has many different expressions – these change depending on your current line of questioning.

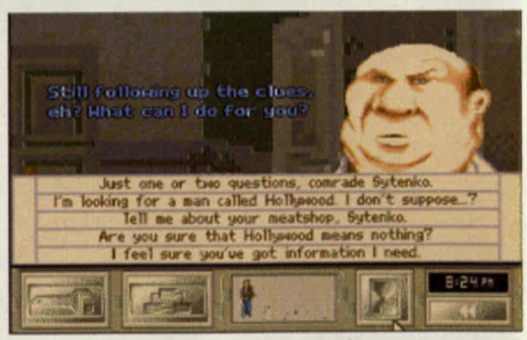
Some characters are better than others – both in the depth of their responses and in the realism of their expressions. A few look as if they have nervous tics – but then they may be real – this is, after all, an investigation. All the characters have some level of intelligent responses and some take many questionings before they reveal all.

During one particularly heavy line of questioning, I got told to stuff a turnip up my, well, nether regions, except that it wasn't put quite like that. *KGB* is undoubtedly an adult game, and it is meant for people with reasonably liberal views on things like swearing and distasteful subjects.

The game also contains a fair bit of sexual innuendo (though it's up to you if you want to pursue those lines of conversation – they're in there, but it's your choice if you dig them up).



You'll find places like the Enthusiastic Progress Club all over Moscow now. They celebrate perestroika with free enterprise and organised crime – and boy, are they happy.



Conversations are detailed and usually very interesting. But be warned, things can get pretty near the knuckle when you ask the wrong kind of person the wrong kind of questions.



Whether your politics are communist, capitalist or let's-go-get-bladdered, you'll find *KGB* an eye-opening experience. Soviet stereotypes abound, but there are plenty of twists.



Outside the Snake bar on Kursk Street you can meet an awful lot of people. There's a hoodlum, a mother, a drunk, a 'businessman' and a prostitute. Guess which one this is.

RED SQUARES AND PANEL-BEATERS



KGB's interface has several neat tricks that we've not seen before, including a replay option which enables you to skip back over the scenes and dialogue that happened earlier. This doesn't affect your game-clock and you can't change the way things happened, all it serves to do is jog your memory about things which people may have referred to ages ago; things you might not have thought important back then. This is a surprisingly simple feature, but one that even *Secret of Monkey Island* could have benefited from.

There's also a backtrack option which enables you to restart from a recent 'key' point in the game, in the event that you die, or get chucked off the KGB. It's very easy to make mistakes, especially at first, but you'd soon get tired of having to go through all the same situations right from the beginning, especially if you know where you messed up. So the backtrack option provides you with a way of winding back the clock, and playing a particular scene or chapter again. It's also useful for double-checking the responses that you get from characters – you can sweet-talk a person and hear what they have to say, then use the backtrack option and then bawl them out. You'll be surprised at how different the responses are, and how much more information you can dig up.



Between each different location, you get a quick snap of one of these depressing-looking views of Soviet Russia. They're as detailed and as colourful as the state allows, comrade.

It also covers topics like teenage prostitution (Moscow has a big problem with this, apparently), urban decay and labour-camps.

Dirty but not decadent

Different characters in the game have different viewpoints on many issues, and all kinds of things are discussed, sometimes casually, sometimes in ways that make you think twice about going for the jokey comments which you're sometimes able to respond with.

The picture of Russia that *KGB* paints is not a pretty one, so don't be under any illusions – this game is not meant for kids. Rather than being just a game, it's more of an interactive drama – and a post-9pm drama at that. It's all thought-provoking stuff, but it won't be everyone's cup of tea. Please don't complain to us if you read this, buy *KGB*, and get upset by it – you might get told where the turnip fits.

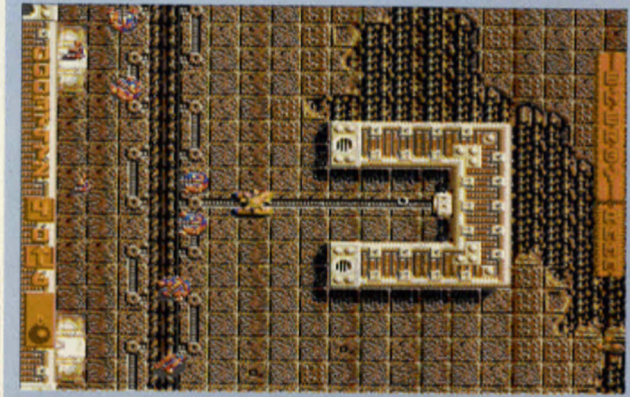
KGB is an intense game, full of intrigue, political double-dealing and shady goings-on. How representative it is of real Russian life is anyone's guess (though a Russian would stand a better chance), but it feels real and that's what counts. Whether it's fiction or docu-drama is immaterial – it's solid entertainment, and powerful stuff. Take heed of the warnings if you're not pleased by 'heavy' stuff, and keep the very young away from it. But if you've an open mind, and an interest in what's going on in Moscow, you'll find *KGB* highly involving, mind-stimulating drama which is almost as good as a Hollywood movie.

'Comrade' Neil Jackson

KGB
Virgin ■ £30.99

- Excellent plot, storming visuals and superb atmosphere for your roubles.
- Tough to beat, very tough – but long-lasting.
- Gruesome and controversial subject matter – adults only.
- Intriguing, entertaining and at times thought-provoking.
- A bit 'heavy' after *Monkey Island*, but worth the effort.

AMIGA GOLD FORMAT **91%**



It looks like it's a blast from the past – and it plays like it too. *Cytron* wins no prizes for originality, but it's good for a quick blast.

Cytron

Pysgnosis ■ £29.99

This is a game of the overhead perspective variety, similar to *Paradroid*, with you controlling a dinky little tank. The object is to rescue scientists from an establishment where the local robot workforce has gone mad. The interesting thing about *Cytron* is that you can split the tank into two parts. You then control one of these smaller tanks while the other waits in a cocoon. This makes for some unusual puzzles as sometimes you have to split up to fit through the smaller passageways.

The programmers have put some thought into the control system and come up with four different methods – one joystick or two joysticks and one mouse or two mice. The two joystick control mode is the best (one joystick controls movement, the other direction of fire, like the arcade version of *Smash TV*).

The game uses the full screen and scrolls smoothly. It is fun to play in short bursts, but can become repetitive.

Huw Llewellyn

Verdict **70%**



A train-spotters heaven? Not likely. Not even the much-maligned anorak-and-binoculars brigade are quite as sad as *Locomotion*.

Locomotion

Global Software ■ £25.99

I can sum up this piece of software in one word: pathetic! What? Oh, I have to make constructive comments as well. OK, this is a game for all you train enthusiasts out there. You'll probably be so pleased to see it, you'll want to buy a new anorak to celebrate, even though it's not strictly a train sim, but more of a puzzle and test of reaction time using trains.

The game is an overhead view of a track layout with a number of stations on it. The stations are labelled alphabetically and the idea is that a train starting at station B might have to get to station D (Indicated by a small D next to the train). This is done by changing the points before the train gets there and watching it trundle home. On later levels there is more than one train, but even this, coupled with time limits, fails to relieve the boredom.

Do yourself a favour; buy that Hornby locomotive you've been promising yourself instead. By the way, if you own an A1200 you're in luck – it doesn't work on your machine.

Huw Llewellyn

Verdict **19%**



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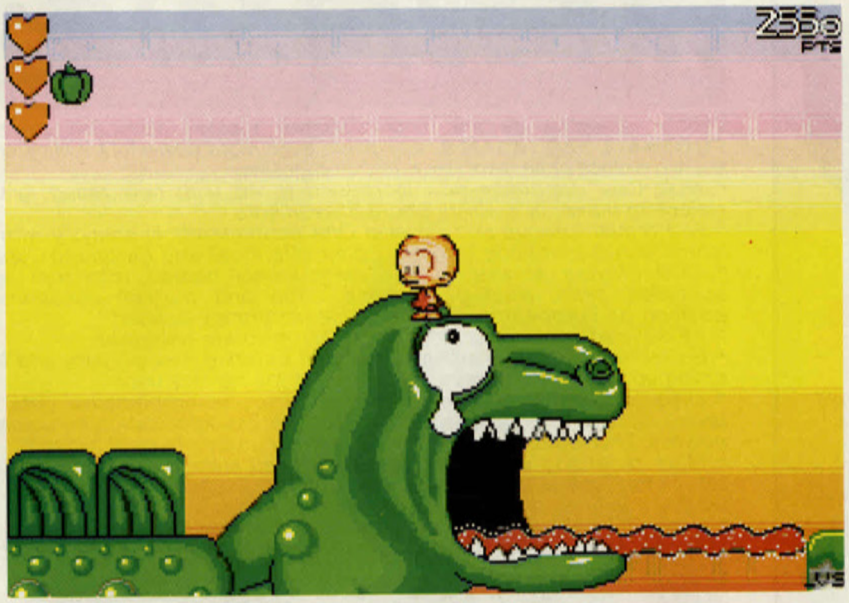
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This weeping animal makes up an entire (but very short) level early on in the adventures of BC Kid. He is weeping because BC has bitchily pointed out his dandruff.

BC Kid

Larson cartoons... that's where I've seen the small blue dinosaurs that crop up in *BC Kid*. These are the type of dinosaurs which stand in circles wondering what the comet is about to do to them. This is the kind of strangely cute humour that pervades what at first looks like a badly drawn and very average platform game.

BC Kid has been ported from the consoles (actually from the PC Engine). It is also an oldish game. Both of these factors account for the rather simplistic nature of the graphics – OK, they're childish. Everything is rather on the blocky side with simple backgrounds; the odd scrolly cloud comes into view but that's it.

On the far side

Aside from the Larson-influenced dinosaurs, the figures are drawn with the kind of style given to the Saturday morning *Beetlejuice* cartoon or to very simply drawn characters drawn by people with very simple skills taught by a very simple teacher. This hits you in one of two ways: either you are charmed by the economy of line and shade and the ethnic chunkiness of background as an allegory of the problems of crocodile jumping and intestinal swimming inherent in the modern cave-baby's life, or... you wonder why they are trying to get away with such basic graphics.

But, but, but! you do get a choice of music. This ranges from a kind of upbeat, South-American flavoured syntho-dip up to a funkier blast. The only problem here is that the music has no relevance to the game at all.



Underwater fun and games, and BC can't half hold his breath for a long time. But oh-ho! who's that creeping up? Whoever he is, just nut him one on the head!

But is the gameplay any good? Well here is a game where you jump on things: caves, stomachs, dinosaurs, crocs, end-of-level bosses, even trees in order to get from one end of a level to another. Great! You get to kill things by headbutting them or by jumping into mid-air and landing head-down on the enemy.

You also interact with the background scenery in such a way as to liven up the action. In the early levels this entails bopping palm trees and then jumping into them to avoid the attentions of the enemy. The lack of level codes (and that it needs your intense attention before progressing past level two) means I can't tell you whether later levels see you interacting with the mountains, rocks, or comets. I would hope it does because it is only when you hit this level of gameplay that it becomes enjoyable.



BC has just chomped on some red meat. Watch out Mr Crocodile, you're next on the menu!

Kid's play

One frustrating aspect is the jumpy-jumpy plants that give out either bonuses or bad nastiness. You troll along until you stumble upon one of these stumpy growths. Sleepy alarm clocks sit there waiting for you to bounce on them in order to draw out delicious meats, fruits, energy points, lives or hideous bouncy thangs that spong you horribly.

The thing is... you can't tell which is which. On the one hand this adds to the tension (oh yeah really) that has been built up as you try to master the control system – room for a two-button joystick. On the other hand it forces you to negate springing cave-manishly on to what could be a power-up or naked, bone crushing death. Ahh, choices, choices.

Despite all the above, there are one or two elements of *BC Kid* that have mighty appeal. The first is the way the wee-fella moves up levels. When you are met by an unjumpable looking hill, you simply fling yourself at it and hit fire, this sees BC grabbing hold of the sheer face with his teeth. Pushing up and forward on the joystick should see him attaining a higher plane. Neat stuff. The other touch is the fact that you are not supposed to be killing the end-of-the-level bosses, you are supposed to be freeing them. Despite the fact that they are also attempting to kill you. Once freed, they will give you clues to help you complete levels.

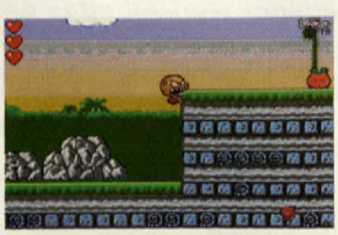
A reasonable conversion, plenty of playability is marred by blockiness and no level codes, no sound effects and poorly tied in music. A stocking filler for platform fans.

Tim Smith

BC Kid
UbiSoft ■ £25.99

- Simple graphics look 'charming' but don't add to the speed.
- No level codes make completing the damned thing a chore.
- Pleasantly incongruous music.
- Control method is a bit fiddly.
- Puzzles are nearly non-existent.

Amiga Format Verdict 70%



BC does not like argumentative walls and will fight all of them in the pub.



This, believe it or not, is the inside of the big fella in the main pic... yuk!



Aggghghghghhh! Flying crocs! Well not really, BC has just clocked him one.



Bonesy hasn't had much luck, has he? His corpse is an ageing, lifeless affair which is full of rotten elements. Bit like the game, really.

Ween

Coktel Vision ■ £29.99

Following on from their previous adventure, *Fascination*, French software house Coktel Vision have moved on from the world of titillating intrigue into the land of fantasy. *Ween* is a game that uses much the same format as *Fascination*, but with a plot that owes more to Swords and Sorcery games than sordid saucery.

You are Ween, an apprentice magician who must save the kingdom from evil. This seems easy – all you have to do is to find three grains of sand. Not your average beach variety, mind, but special grains that can only be found after completing three tasks: opening the entrance to the secret temple; vanquishing the dragon; and convincing the guardian to open the sanctuary.

The plot isn't exactly original, and neither is the game, although. the graphics are pretty. Sad to say, *Ween* is a game which is likely to appeal for a very short time and then be banished to a shelf to collect dust, and for £30 that just isn't good enough.

Andy Nuttall

Verdict 50%



Lemmy's rescued Philthy Animal and they've got their motör running, and got out out on the highway; They're looking for adventure etc etc...

Motörhead

Virgin Games ■ £15.99

Motörhead, the world's loudest, heaviest, no remorse till Hammersmith rock 'n' roll band. An obvious choice for a computer game conversion... not! (as they used to say). If Virgin Games had not managed to procure the endorsement of the clown princes of hard rock, they could always have called the game *Gibson Axe*. This game is *Golden Axe* with the kind of axes you play in phallic fashion rather than the ones you chop down trees with.

You run across a flick-screen scrolling environment beating up the inhabitants thereof. Sound dull? It's not. You can resort to magic, firing powerchords and oral missiles at the foe, you can even exalt Death himself (just the kind of guy you expect to find on the 'Head guest list) to destroy the competition. The high point though, has to be dropping the nut on the enemy, almost as satisfying as the real thing. The inclusion of large motörbikes and a tongue-in-cheek attitude save this from being just another beat-em-up.

Marcus Dyson

Verdict 76%

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As well as being able to play standard studio compact discs in high quality stereo sound, the CDTV can also use software stored on CD. This is similar to Amiga softwre, with thousands of Amiga programs available. You also get much, much more - a CDTV Disc is equal to over 600 floppy disks in capacity.

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ENTERTAINMENT

Packed with masses of colourful graphics, hi-fi sound and huge levels, CDTV games are set to dwarf their Amiga counterparts. The CDTV award winning version of Sim City for instance, has 10 Megabytes of extra graphics, studio recorded sound for CD Audio quality, more detailed game play (new zoom mode) and 4 different eras (Medieval, Western, Actual and Future).

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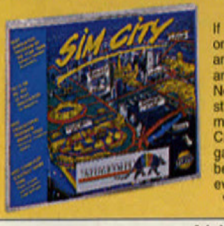
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The much talked-about, new version of the most ambitious games creator ever. But can you write your own 3D games without real programming?



3D Construction

Have you ever wanted to design your very own 3D world? Well that's precisely what this product is all about. *3D Construction Kit* (the first time around) was widely received as an ideal armchair artist's program – an awful lot of people bought the original, but not many people released their own creations to a hostile world.

To be honest, the kind of 3D environments you can create with this program are not that amazing compared to current commercial standards. The clever bit, though, is that you don't need to know a lot about the Amiga or computers in general to use *3D Construction Kit*. In fact, the graphics capabilities of version 2 are not radically different – but the ease of use and general flexibility of the program are.

Here's the general gist of what makes the program tick. You start off with a blank landscape – sky is up, ground is down. On this landscape you can position 3D objects to give the impression of buildings, vehicles, and people. You can add general scenery (stuff like trees) to give a bit more realism to the scenes.

You are not limited to just one landscape, or 'area' as the program calls them. You can create different areas and link them together with entrances and exits – details like the ground and sky colour can be easily changed. What *3DCK2* is very good at, though, is if you want to create a 3D game without having to learn how to program first.



Just click on Record and move around to create a preset animation sequence, no problem.

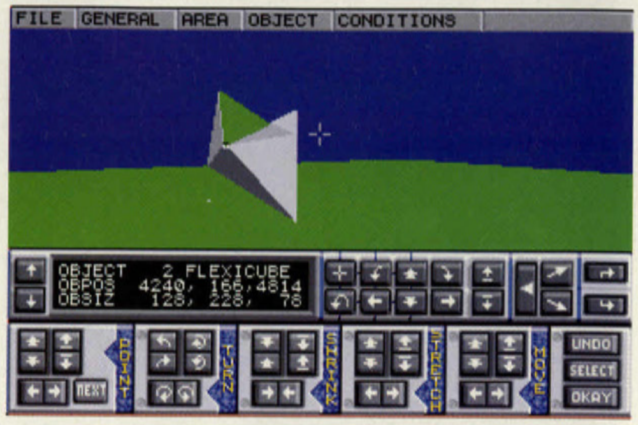


My own favourite object is this train – it's a shame movement takes seconds to update.



The built-in sound editor. I couldn't get it to play any of my samples at all. Total non-starter.

The object pictured below started life as a Flexicube before being stretched and distorted through the object editor. Flexicubes save you a lot of design time.



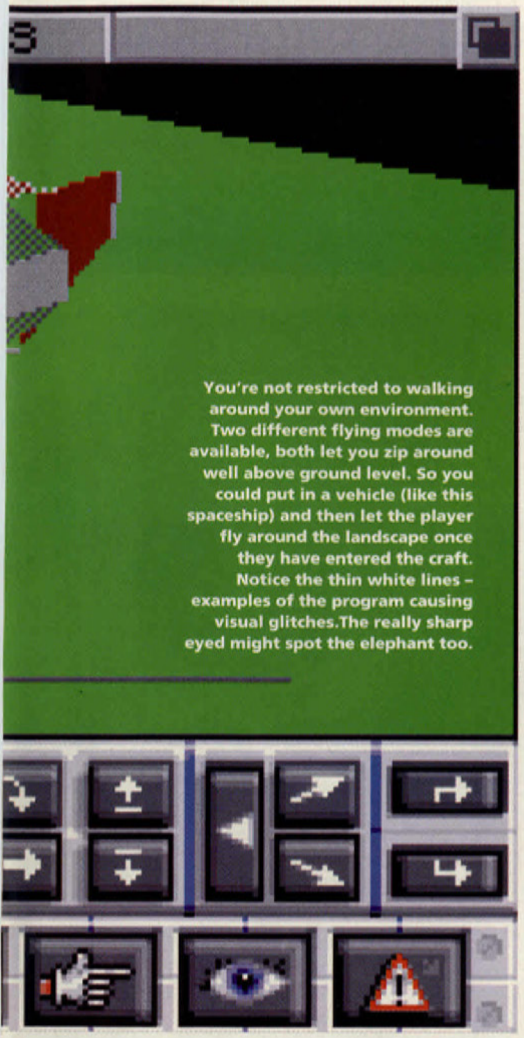
A few years ago Incentive Software created a name for themselves with their 'Freescape' adventures. *3DCK2* is a direct descendant of those games, except that the programmers prefer to call the 3D system 'Superscape' because it's so different in detail if not in concept. For instance, things like spheres and teleporters were missing from the originals, because the popular home computers back then were the rather slow Spectrum, CPC, and C64 (not that C64s aren't popular even now).

On an Amiga with a standard 68000, this program is still pretty slow, because of all the slow but nice extras. One other factor involving speed is that *3DCK2* fully multitasks, as do the games and worlds it produces. OK, so the program is slower as a result – but the nice thing is that it works all right on the A1200, where it runs at a usable speed.

It's an important consideration. You're sitting there, all fired up to start clicking madly and the program takes a while to catch up. Testing different features can be a pain, until you get used to which function does what.

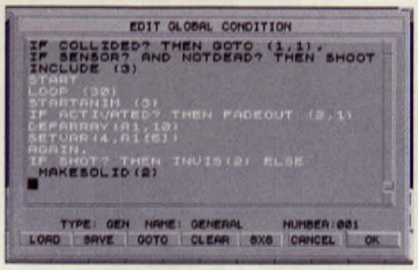
Bonus levels

But there are three bundled features to help you get started. One is a tutorial video, which wasn't included in the review sample so I can't comment on it. Two is a disk full of predefined objects. This is extremely useful, because if a preset object isn't quite what you had in mind,



You're not restricted to walking around your own environment. Two different flying modes are available, both let you zip around well above ground level. So you could put in a vehicle (like this spaceship) and then let the player fly around the landscape once they have entered the craft. Notice the thin white lines – examples of the program causing visual glitches.The really sharp eyed might spot the elephant too.

Kit 2



This is FCL code. This is an example only – it wouldn't run but this is what to expect.

you can edit it to your heart's content. Three is the manual, which is not very technical at all for the most part. Instead it concentrates more on a hands-on tutorial approach, using simple language to describe what's going on.

There are two different talents you need to use this program. The first part is the actual 3D design, and to be honest this is where I had problems getting my head around some of the concepts. It's all down to time, and creating simple shapes like cubes, blocks and pyramids is not a problem. The art is in learning how to make more complex objects without using so many shapes that the program grinds to a halt trying to update it.

The other half of learning in *3DCK2* is the Freescape Command Language (FCL). While you don't need an intimate knowledge of this to get results, the better you are with FCL the more complex and deep your 3D worlds will be. For instance, you could set a simple FCL control that wouldn't let the player leave a given area until some task had been completed.

Editing FCL is like any other programming language – you type in conditions about objects and variables, with a result happening when a variable gets so big or an object changes. The standard way of manipulating objects in Freescape games is to shoot them, and if you're prepared to stick with that convention then you should get on fine.

Cutesy

There's a lot of cute extras to this package. You get a sound sample editor (which I never did work out how to use), you can alter the backdrops and control panels of the finished games, and change things like the font used. The idea is that *3DCK2* can produce more individual games than its predecessor.

To a certain extent it does, but I can't help feeling the Freescape concept is in danger of going the way of text adventures – becoming old hat rather than the in thing. What finished the text adventure was a flood of games written with games designers, all of which looked and felt the same and were not a patch on the original commercial games.

Ever since, commercial developers have had a jaundiced view of programs which enable novices to 'have a go' at writing games without learning a lot of background programming knowledge first. Personally, I'm all for making games more accessible to design.

It remains to be seen whether any individual is talented enough to write a commercial success with *3DCK2*. It's a tall order, as you would have to create an individual 'look and feel' to the game with FCL while making the 3D views distinctive and attractive. Using *3DCK2* is quicker and cheaper than building 3D worlds using Lego, but it takes some time before you start to become creative; learning what primitives work best together to form the right shapes. Don't believe the hype about it being easy to write a commercial-quality game with it, because it ain't. Easier than machine code or C, but not easy in general terms.

Pat McDonald

3D Construction Kit 2
Domark ■ £49.99

- Easy to get started moulding shapes and thinking about making complex objects.
- Very complex detailed objects make normal Amigas slow down to the point of futility.
- Requires a lot of patience to use the FCL.
- Backdrops, video shots, font and sound changes help hide your creation's origins.
- The actual 3D is very glitchy, with random horizontal lines appearing and disappearing for no reason.

Verdict 78%



It has taken me a while, and I still feel that *Sensible* is flawed but, as Chris Waddle once said, "Football is a matter of opinion".

Sensible Soccer 92/93

Rengade ■ £25.99/*£4.95

(*if you send back original Disk One plus your registration card to Renegade)

This new version of the game that wowed thousands comes with the new back-pass rule included. In gameplay this means that, unlike many a UK goalie, the keeper will not pick up the ball. In fact he can be used as an outfield player if, as John Hare of developers Sensible Software tells me, "You're a bit clever about it".

Along with the goalies' new outfield role comes the fact that this last line of defence is now a great deal better than it was in the original game. I am also told yellow and red cards are in effect, with a sending off on the cards for professional fouls. Either I've been far too gentlemanly in my behaviour, or the refs I was getting were far too kind ('First time this season' etc etc).

You can't trap a ball, which means that the play is fast and one-touch *à la* AC Milan or Swindon. You either get used to this or you don't, and I still haven't quite managed it.

Tim Smith

Verdict 80%



Part two of a saga that surprised many people with the success of part one. *Gobl-ii-ns* (that's two eyes this time).

Gobliins 2

Coktel Vision ■ £29.99

Nothing much has changed: the great sounds remain; the animation and characterisation have been improved; and the humour is still childishly fun. The plot is a little more intricate, you have to rescue the Young Prince. When I say you, I mean Fingus and Winkle, the two heroes from the last adventure whose task it is to complete the quest. These two chaps play a merry little Straight and Stupid act in which you always seem to use Winkle as the straight Gobliin and Fingus as the comedy act. Once you've sussed the simple control system – and this really is no chore at all – the play is fluid and not difficult to get into at all.

The in-game music can get irritating, as can the almost constant clatter of pseudo-talk, but you can always turn the volume down. Also, the very strict path that you have to take in order to solve the puzzles that appear to block your way can annoy. Still, it's all in the nature of strange adventure games isn't it. Another winner, just.

Tim Smith

Verdict 82%

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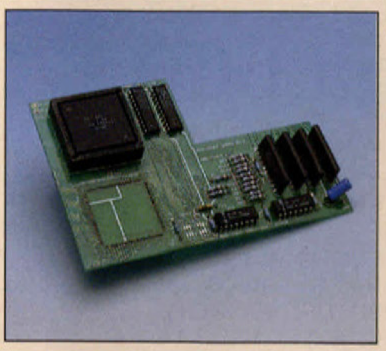
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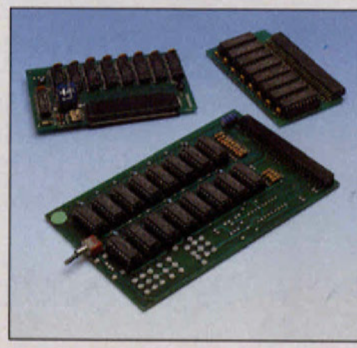
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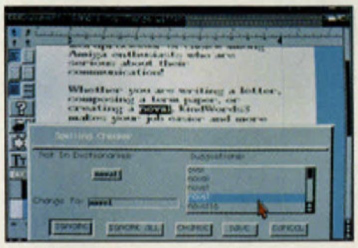
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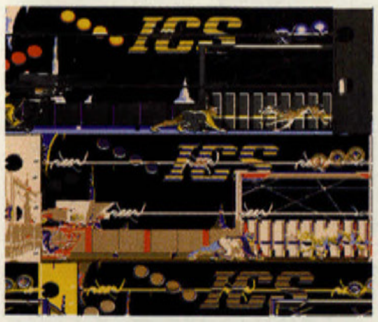
As the doors close on another year, all that's left is the serious partying and present-purchasing. **James Leach** opens his purse and throws coins at the vendors of cheap software…

Cheap 'n' Cheerful

The Grandslam Collection

Grandslam ■ £29.99

Ten games in one box! It must be some sort of Westernised religious festival! Well, look at the calendar. Here's a mixed bunch of entertainments to delight, bore or possibly induce you, depending on your physical state. Without further ado (only this increasingly lengthy preamble), let's get straight to them.



Well, more the crawling man, actually. Here he's having canine problems. Silly of him to stuff that salami down his lycra suit.

The Running Man

Why, you must ask, is he running? Taken from the film of the same name starring that unfortunate destitute Arnold Schwarzenegger, you must survive a gameshow where the end result may be death at the hands of a sadistic loony.

To do this using only your native wit and cunning would be tricky enough. But to try with the poor sprite control system you've got here is tantamount to suicide.

The game looks nice enough, but it really doesn't play all that well. On the plus side, it's quite large. Right, that's enough being nice. You won't really want to play this, even if you're Maria Shriver (Arnie's wife and biggest fan). Leave it in the box.



Domestic bliss. Fred tries being useful while Pebbles tries getting in the way. Surely Christmas is like this anyway?

The Flintstones

Yabba-dabba-not-very-good-either is the cry that echoes around Bedrock's rather implausible walls. There are some nice graphics here, and if it's taken as a kids' game, *The Flintstones* is rather cute and engaging. But as serious fun, well, forget it and watch the telly instead (unless it's Noel Edmonds).

You, as Fred, must start off painting your room. Pebbles gets in the way, there's a time limit and you must keep rolling back and forth for more paint. Er, that's it.

Beat that and you've earned the chance to go bowling with Barney Rubble. This is better, marginally. Then go back to the house and do some more inane things against the clock before finally beating your relatives' heads in with a rock in frustration. No, this last bit is merely a joke. *The Flintstones* is too tough to be a kids' game, but it looks and feels like one.



Surrounded by the enemy, Captain Leach hurls down the joystick and blames it for having a dodgy connection lead.

Scramble Spirits

A vertically scrolling shoot-em-up. Sanity has returned to your Amiga. You must, er, destroy everything, while collecting power-ups. Maybe it isn't sanity after all, but it's better than the bleedin' *Flintstones*.

It's a bit flickery, and the playing area is small, but you can have fun with it. There's enough of the game to keep you hooked for a while, and the whole thing has been designed for speed, so you face a pretty good challenge if you want to finish it. In fact, there are much better shoot-em-ups in the Public Domain. It just so happens that this one comes in the big box from Grandslam, so you're bound to end up playing it.



The squares are supposed to represent the major cities of the world. Not that easy to visualise, true, but if you squint…

Espionage

Four secret agents have to reach four canisters of vital micro-film in order to save the planet. They must set off across a board that represents the world's capital cities, airports and deserts. Some imagination is required when you actually see this board.

Four people can play, or the computer can take control if you're alone this Christmas (sob). To retrieve the canisters, you must use powers of secrecy and skill. Other players will be trying to stop you. Should you bump into them, there's a possibility of sanctioning – we call it death. It runs like a sort of chess, and great fun it is too. There are lots of moves to do, and the idea is to keep the upper hand, take out your opponents and remain concealed at all times. It's a novel idea presented in a novel way.

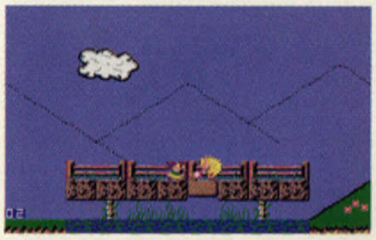


After a quick meeting with Vinny Jones, James lies bleeding on the turf, unable to answer any more facile sports questions.

Saint and Greavsie

Those perennial TV faves Bill Beaumont and Emlyn Hughes don't feature in this game. Instead, you put up with sporting questions in the form of a crap football match.

Home and away questions decide whether you are asked about football or another sport. Should you be good at this, and get one right, you see a man punt a ball past a goalie, to the delight of whichever one of the chief protagonists is watching over you. Yes, badly digitised pics of Saint and Greavsie. The questions are tough and if you're not a trivia-minded sports fan, forget beating them regularly.



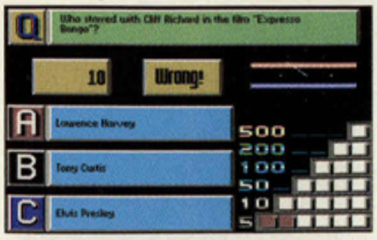
Terry visits Bouncyland, but is turned away at airport immigration because he doesn't have the necessary visa.

Terry's Big Adventure

Pity poor Terry. If this is his big adventure, I can't imagine what the rest of his sad life must be like. You, as a small collection of primary-coloured pixels called Terry, travel from left to right over a remarkably flat and bare landscape, looking for things to eat, collect and beat up with your yo-yo.

You can jump, you can move fairly slowly and you can stand on platforms above various nasties until they pass. That's pretty much it. Snails and slugs, ever nature's spoil-sports, try to get in your way mindlessly, but you can cleverly murder them with a yo-yo on a short length of string. Thus, you're probably having the time of your life.

Continued overleaf



Well it isn't Elvis. Must be Burt Bacharach, the famous moustachioed singer and sex-symbol, who, er, isn't one of the options.

Trivia

Trivia is about a besieged starship on the outer nebula of the Trimudan Empire. No, It's a load of questions about things and a few coloured blocks which light up if you're successful. The questions are tough, and the game is absorbing, only because they're mostly not about sport and you can guess the answers from the three choices given. Music, television, the natural world and so on are the topics, and if you you remember obscure things about people who died before you were born and had no bearing on your life anyway, you should be OK.

There are hundreds of questions, but by Easter you'll be au fait with most of them. *Trivia* is not bad if you view it as an alternative to the Noel Edmonds Christmas 'Up in a helicopter over London with deprived folk' Show.



A penalty shoot-out is very nerve-racking. Ask anyone. Ask Chris Waddle especially. (We haven't forgotten, Chrissy).

England Football

At the time of writing, England are in the good books of the nation, having just stuffed Turkey 4-0. So you can imagine how much I was looking forward to emulating their passing and crossing skills.

Well I still am. *England Football* is no *Sensible Soccer*, that's for sure. The sprites are large and unwieldy, and the skills you need are somewhat different, shall we say, from those needed for most football games.

This is quite a diverting little romp. You can play single games, penalty shootouts and, oh, everything. It's not that fast and the graphics aren't stunning, but it doesn't matter because it's a bit of fun and at least you should be able to win with some degree of regularity. Not a bad game.


Suddenly there's a rush for the goalmouth. Tall, identical people move gracefully towards the netless goal.

Peter Beardsley's Football

There's only one Peter Beardsley, but if you believe this game, there are 22, all moving at a sedate pace, first towards one end of the pitch, and then the other. The sprites are huge too. They're very cartoon-like and wouldn't fool anybody who saw them on a pitch in real life. The pace is much slower as well. Frustration reigns in no small measure.

Most of the options you'd expect are here. You can choose to be playing in a league or just have a single match, and there are the usual trophies when you do well. After playing for a while you might notice that all of the players look exactly the same, and none look anything like Peter Beardsley.

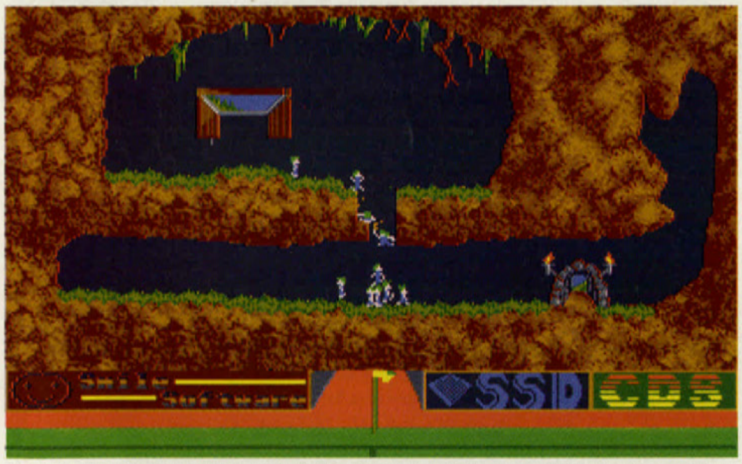

Pterodactyl-related mayhem ahoy. But if the professor can just get that asteroid deflector built, he'll be laughing.

Terramex

This is one weird game. Not just 'slightly strange', this is 'completely weird with no chance of sanity returning'. Why? Well you play a sort of weird professor who must travel around a crazy screwed-up landscape populated by madmen and loonies. There are loads of things to collect, but because everything's so zany, I haven't got a clue what they all do, or even why you're collecting them. *Terramex* is quite cute and mildly diverting.

So as a collection of 10 games for £30, you can't go wrong. There's a lot to see and do, and it's actually fun to go through these games, but to be honest there's nothing of quality here.

Verdict 57%


OK, so it isn't a screenshot of a tough level. Hey, it's Christmas. You probably wouldn't have wanted to see a tough level being successfully completed anyway.

Oh No! More Lemmings

Psygnosis ■ £29.99

As Dennis Norden would say, if you're one of those people who likes *Lemmings*, you'll be queueing down the street for hours to get your sticky hands on this. It's *Lemmings* and the *Lemmings* expansion pack neatly snuggled together in one Special Limited Edition Box. You get the full manual, various other assorted bits of paper and even another disk with a demo of something called *Bill's Tomato Game* on it. You've never had it so good, apparently.

It's safe to assume everyone knows about (and owns) *Lemmings*, so don't expect another resumé on the game. Just decide whether you like the idea enough to buy it again in a different box. If by some freak you don't own *Lemmings*, get this pack now. It's the perfect Christmas present for that nephew whose religion forbids him to buy any rodent-orientated software, but who can quite happily accept it as a gift. Thirty sovs is expensive though.

Verdict 80%



Yes, during each match you get to see a gorgeous view of the tunnel at Elland Road. I don't know about you, but I could sit and drink that sight in all day. Mmm.

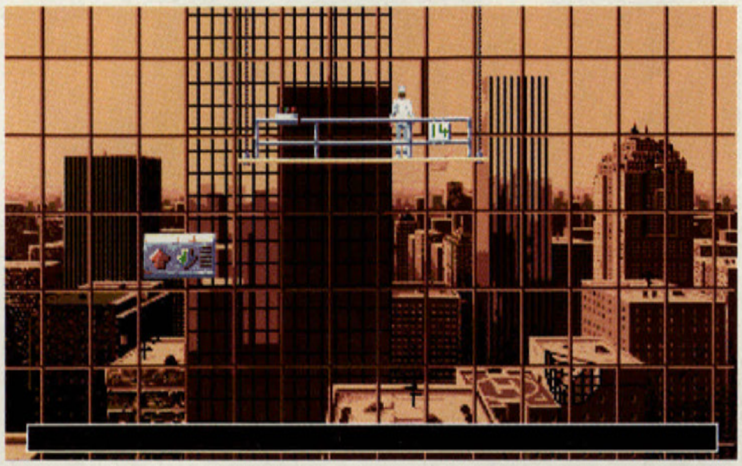
Leeds United Champions!

CDS ■ £7.99

Right. Leeds are a dead good football team. No-one would argue with that (apart from folk who live in Liverpool). But does this mean that a) they should have a management sim written about them, and b) that it will be any good? Sadly, they shouldn't, and it isn't. The format is sad, pale and predictable. You control the team, and you must, by keeping them fit, training them hard and paying them fortunes, guide them to more and more football-related victories.

It's slow, annoying and doesn't do anything to redeem itself. The inclusion of a dragon-fighting contest at Elland Road might have spiced things up, or bear-baiting in a pit under the penalty spot. Anything, in fact, to make the game interesting. The graphics are rudimentary, the sound doesn't exist and the playability is as elusive as a contact lens dropped in a pizza. Fans of Leeds would do well to avoid this, lest they think the urine is being extracted.

Verdict 32%



If anybody starts singing 'When I'm cleaning windows' by George bleedin' Formby, I'll pull the plug on this page. I mean it. Christmas or not, I'll stop it.

Future Wars

Kixx XL ■ £12.99

Time for a seasonal interactive graphic adventure thing. You play a window cleaner whose life changed beyond all recognition when you ceased being a window cleaner and started participating in an interstellar war with some folk called the Crughons. These refugees from a Popeye cartoon seem to have declared war on Earth, wisely targeting window cleaners in their first-strike strategy.

But you don't remain a window-cleaner for long. Oh no. You become a sort of Luke Skywalker clone. The only person capable of stopping the Crughons with a deft flick of the mouse and a lot of wandering around trying to pick things up. *Future Wars* is a nice idea, but if you don't find wandering-around-trying-to-pick-things-up adventures fun (apart from *Monkey Island*), it's not liable to convert you. The fact it's French doesn't help, because some attempts at the language this side of 'le Channel' are a bit risible and a lot confusing.

Verdict 57%



It's a foreign country, there's an official in front of you, what else can you do but bribe, bribe, bribe. It's a bit of a pity that it doesn't work then.

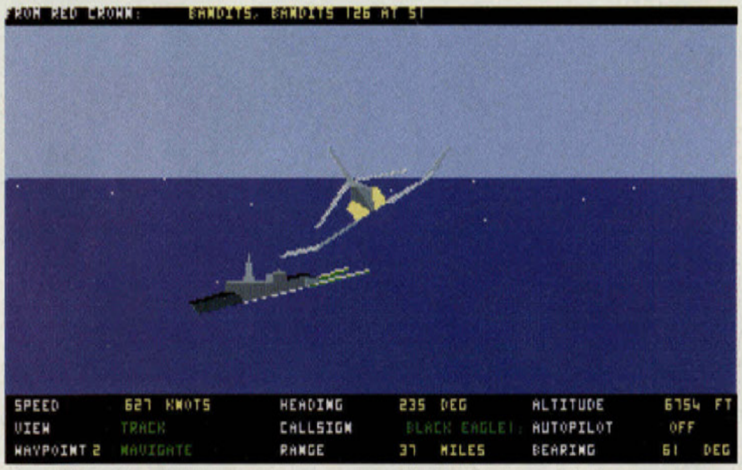
Operation Stealth

Kixx XL ■ £12.99

This is a James Bond-type affair and you're flown to a secret Caribbean island in a stealth bomber which is so cumbersome even someone undergoing voluntary sensory deprivation would know it was around. The idea is to find a load of secrets from the enemy, retrieve the bomber (which has by now been nicked by nine-year-old joyriders) and make everybody in the secret service happy.

Again, you point and click at things around the screen, and again you'll get into problems with the business of putting things on top of other things in an effort to get them to work. Some people naturally 'interface' with the worlds inside these adventure games, but I find them limiting, despite the wealth of screens and situations contained in them. Better than *Future Wars*, because it's easier to relate to. It's the perfect present for that annoying nephew with the brand-new Amiga and the know-all attitude. Simply jam the box in his windpipe.

Verdict 66%



When things go quiet it's always worth scaring the pants off anyone sleeping on one of our own destroyers. Just to keep them on their toes, like.

Flight of the Intruder

Action Sixteen ■ £7.99

This is more like it! Historical Vietnam-related violence, with a film starring Willem Dafoe to boot (well, a disk to boot, anyway). You are on a carrier in the Gulf of Tonkin. The communist bad-guys are on that strip of land over there. You must, using your skill and judgement, fly over to them and blow them up. There's a choice between the ancient and knackered F-4 Phantom or the newer, slower A-6 Intruder.

The flying bits are nicely done and there are many buttons to push. Dials, levers and huge pulleys control the plane, and when you're in combat, you'll wish for some AMRAAMs. It's a lot of fun, if a little flawed. At some points it slows up a bit, but generally the speed is good and the control is realistic. Loads of missions, and with the two aircraft, plus wingmen, you can have a great time drawing out MiGs to kill. Definitely one to give you post-traumatic stress disorder by Boxing Day.

Verdict 82%

Combat Classics

Empire ■ £29.99

'Three great military sims' according to the box. As a collection, it's a darned fine one. Of course, you'd expect two to be duff, but you'd be wrong. Only one is. But which one is it?



If you find yourself too close to the plane in front, remember; only a fool breaks the three-second rule. Pull off at an airport and neck back some coffee.

F-15 II Strike Eagle

A storming sim which gives you an easy plane to fly, impressive speed and pretty graphics. It uses the same engine as *F-19 Stealth Fighter*, but this is no bad thing. The game involves you following an arrow, flying to all sorts of weird and violent regions of the world and blowing up everyone you see.

Missiles, cannons, anti-aircraft shells, bombs and other lethal items of offensiveness whiz around the sky with reckless abandon as you pilot your F-15 through hordes of modern adversaries, taking dozens out. Plenty of ground detail and loads of outside views make the game one of the best for beginners who can't be faffed with flap-settings, waypoint compasses and nav-aids. It's a hi-tech kill-fest. OK, it's not very seasonal. It's good fun, and while you're playing you start to feel like Tom Cruise. Well it is Christmas.



The little creature's called Pogie and the object is a trampet. You can either jump on the trampet, throw Pogie on the trampet or insert the trampet into Pogie.

Spellbound Dizzy

CodeMasters ■ £7.99

Just when you thought he'd had his head smashed open and a soldier dipped into it, Dizzy returns. Here he's on a quest to collect a load of stars (pointy ones, not famous ones) and save his entire nest of relatives. 110 screens packed with small things to jump over as well as not-very-festive puzzles and the odd stilted conversation between the lad himself and other way-out Codie inventions. Dizzy bobbles along in fine form, bouncing, swimming, collecting and generally doing all the things the kids should actually be doing in real life if they weren't hunched over their computers.

The graphics are bright, fun and not very ground-breaking, and the game won't unduly tax anyone over the age of eight. These are all good points, because the Dizzy series has sold amazingly well so far on the strength of them. And best of all, it's original, so you don't have to worry that little Herbert might already have it in his voluminous bedroom-based collection of software.

Verdict 77%



Flimbo discovers the lost caves of the Incas. Packed with Marmite, gold and myrrh, it exceeds all expectations. But being a stupid cartoon character, he ignores it totally.

Flimbo's Quest

Kixx ■ £7.99

Flimbo is a small dude with a large hat. If he was in a novel, you'd be worried that the author wasn't fleshing out his characters fully, but in this game it hardly matters. You must steer him around a series of scrolling levels in order that he, er, lives until the end. Oh sure, there's some plot about damsels in distress and mad professors, but basically it's a platform game with a difference.

The difference is, there's no difference. It's cheerful, large and challenging. But it won't have you commandeering the telly during the Queen's speech so that your entire family share the experience. Playability is everything in games like these, and *Flimbo* is playable. It's not as simple as some games, which helps it hold your attention. Plenty of baddies wander Flimbo's way, and there are even revolutionary things like shops for him to visit. Not bad, but *Parasol Stars* it isn't. I know it's not trying to be, it's just a handy reference point.

Verdict 65%



Good kill! Er, oh dear. It's one of ours. Still, it was his fault for driving in front of me as I was aiming at someone else. Survival of the fittest and all that.

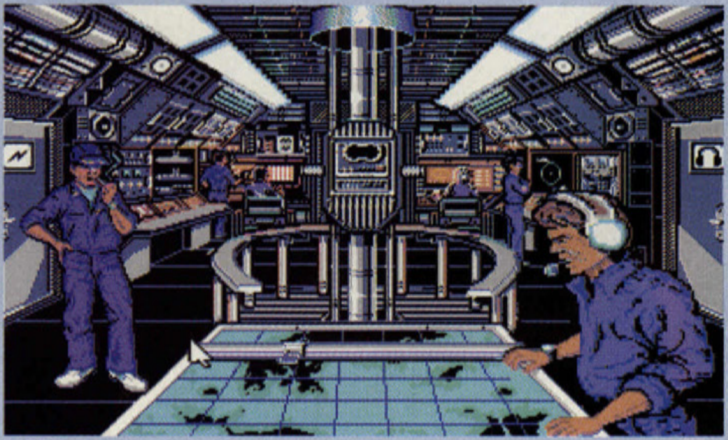
Team Yankee

Hop into an M1 tank, hero of the Gulf war, and go and blow up some Russians. That's the scenario. You've got 16 vehicles under your command, and they must all move around a strategic battle map, blasting great chunks out of the ground 20 feet in front of them.

Once you're sorted out the firing, you can really plan your stealthy flanking manoeuvres to the last pixel as the Russians blithely steam past, and on to their objectives, unaware of your devious plotting mere feet away in the woods.

It's fast, furious and confusing at first. Like a real battle. *Team Yankee* is a lot of fun, and although it doesn't capture the air of realism that, say, *M1 Tank Platoon* has got, it's much faster and you don't need to know 500 keyboard short-cuts to play it.

The outside views are nice but not spectacular, and you'll be lucky if you survive long enough to see some impressive Russian armour trundling along. But persevere and play through the missions and you should have yourself a lot of fun. Pity about the Russians being our enemies in the game, though. Still, the winds of change never blow, er, in an obvious manner.



And in a surprise move, Leeds bring on their sub. Okay, so it's a crap joke. What did you expect from *Amiga Format* at Christmas? Act your age, go on.

688 Attack Sub

Leap from your warn cupola into the deep dark sea. *688 Attack Sub* is a seriously hi-tech piece of equipment. You must command the thing, driving it around the seas of the world in an endeavour to find things to sink.

It's a real tactical war-game, as well as an aim-and-fire job, this. You'll spend much of the time poring over your maps. But after a bit of post-Christmas training at the Royal Navy Sub Centre in Plymouth, you should be able to master the game in a few weeks. The trouble is, it's just a bit too fiddly. Realism does become boring if you have too much of it at the expense of gameplay. And you can quote me on that. Mind you, it's a lovely feeling when you finally manage to track something down that isn't a shoal of shrimp, and blow it to pieces with a torpedo. So maybe it is worth it after all. Richard Widmark seemed to think so.

***Combat Classics* is a very entertaining collection. Two great games and one OKish, technical one. As a compilation it's a gift horse. Don't look it in the mouth, buy it.**

Verdict 88%

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Your Turn! Part 4

The Bullfrogs' coding methods aim to make life as easy as possible. And if you've been following this series you'll know just how easy it is to create your own game by following their advice.

How to program your own games in assembler

Welcome to the fourth part of our series teaching you how to program top-class games using the professional techniques of the Bullfrog programming team. And for this month's tutorial **Scott Johnston** shows you how to write collision routines for the baddies – no more walking through trouble folks. He also offers a spot of expert advice on how to design and add some extra levels to your game...

WELCOME BACK. Run the demo and you will notice several things. There is a horrible *SoundTracker* routine playing in the background – thanks to Kevin for that.

You can also now walk around the four levels, and on completion of all four you will go back to the start. (You can add extra levels in yourself, if you're daring. A little more advice on that later.)

You also have three headless *Populous 2* men wandering around the landscape. You can run right through them at present, so you need not worry too much about them when you're playing the game.

On to the task for this month. You are now going to write the collision routine for the baddies, the headless *Populous* peeps. If you like, you can try writing it before you look at the routine below.

You have to keep in mind that the hero's x and y details are stored as a scaled value four times the size of the true screen x, y. You must also keep in mind the fact that your man has a set width, as have the bad guys. In fact you can use the following equates to control the collision size:

```
MAN_WIDTH       How wide is your man
MAN_HEIGHT      How tall is your man
BAD_LEFT_WIDTH  Where the left side of the bad guy starts.
```

Continued overleaf

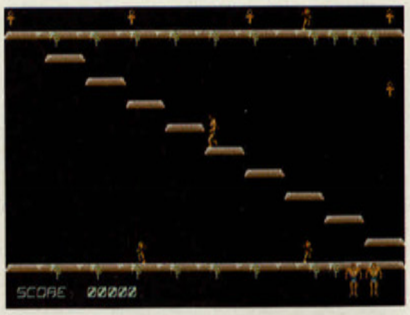
```
BAD_RIGHT_WIDTH          Where the right hand side of the bad guy is
BAD_TOP_HEIGHT           Where the top of our bad guy starts
BAD_BOTTOM_HEIGHT        The bottom of the bad guy is found here.
```

The general routine is based on the Ankh collision routine and is shown below. Sorry that it is so long. You can leave out the comments if you want, but when you come back to it in the future it will be harder to understand. This routine should be placed in file move.s between

COLLISION ROUTINE CODE

```
tst.w   died    ;are we in the middle of dying?
bne.s   .finished       ;yes then we can't collide with anything
cmp.w   #NO_LIVES,game_over     ;is the game over?
bgt.s   .finished       ;yes then we can't collide with anything
lea _bad_guys,a0        ;point at the bad guys' structures
move.w #MAX_BADDIES-1,d0 ;number of baddies to look at
looptst.w BAD_ON(a0)    ;is this guy turned on?
beq.s   .next   ;no then move to the next one
movem.w BAD_XY(a0),d1/d2 ;pick up x and y position of man
movem.w man_x,d5/d6     ;pick up the hero's x and y position
asr.w   #FOUR,d5;scale down the x
asr.w   #FOUR,d6;scale down the y
move.w d1,d3    ;take a copy of bad x
move.w d2,d4    ;take a copy of bad y
add.w   #BAD_RIGHT_WIDTH,d3     ;find the right hand side of the bad guy
cmp.w   d3,d5   ;and see if we are on the left hand edge
bge.s   .no_collision   ;no then we can't collide
add.w   #BAD_BOTTOM_HEIGHT,d4   ;find the bottom side of the bad guy
cmp.w   d4,d6   ;are we above this, ie smaller number?
bge.s   .no_collision   ;no then we can't collide
add.w   #MAN_WIDTH,d5   ;increase man's x position by his width
add.w   #BAD_LEFT_WIDTH,d1      ;and find the left side of the bad guy
cmp.w   d1,d5   ;are we to the right of this?
ble.s   .no_collision   ;no then we can't collide with the man
add.w   #MAN_HEIGHT,d6  ;find the height of hero
add.w   #BAD_TOP_HEIGHT,d2      ;and the height of the bad guy
cmp.w   d2,d6   ;are we below the top of our bad guy?
ble.s   .no_collision   ;no then we can't collide again
;if we have got to here, then we have collided
move.w #0,man_vx        ;so cancel the mans velocity
move.w #1,died ;set the died flag
move.w #MAN_CRUMBLE_START,man_frame     ;and the animation frame
.no_collision.nextlea BAD_SIZE(a0),a0   ;move on to the next bad guy
dbra    d0,.loop;until there are no more to check
.finished
```

Here's what you've got so far. Notice the baddies now appear at the bottom of the screen. They may look familiar, which is no surprise because they're straight out of *Populous 2*.



the _bad_collision label and the rts instruction. There is a cheat on level four. When you fall through the hole in the floor, instead of vanishing off the screen like you used to, you will now reappear at the top of the screen. Be careful, because you can still fall too far and die. See if you can change the code so that instead of reappearing, you die, lose a life and the level is re-initiated.

We need an end sequence because when you die the third time, you have to quit and reboot the computer in order to replay the game. If you can work this out, do so, and also try this: see if you can add a high-score table to the game. If anyone is interested, I got 6750 before I lost my first life.

Don't worry too much if you can't get the high-score table sussed. There will be one in next month's issue, along with a small options screen at the start. Meanwhile, you can change any of the code in this month's issue. Try, for example, to have the bad guys moving up and down on the screen, instead of left and right.

TO ADD EXTRA LEVELS

Design your new level inside of data_c.s, making sure that there are 13 lines, each with 20 bytes on them. At present there are only five types of block in the game and these are:

1. Left edge of platform
2. Middle section of platform
3. Middle section of platform
4. Right section of platform
5. Stand-alone platform

After the level is created you need to tell the program it exists. If you increase the equate MAX_LEVELS and add a new jump label to the jump table in init.s then create a new section label and rts command to the end of the file, then you should be able to jump around on the new level. At the moment there are no collectables and no bad guys. To place collectables you need:

```
lea     _objects,a0
move.w  #1,OBJ_ON(a0)
move.w  X,OBJ_X(a0)
move.w  Y,OBJ_Y(a0)
```

for the first one, where X is the x position, and Y is the y position of the object. To place more after this use:

```
lea     OBJ_SIZE(a0),a0
move.w  #1,OBJ_ON(a0)
move.w  #X,OBJ_X(a0)
move.w  #Y,OBJ_Y(a0)
```

Finally, you need to tell the computer how many collectables there are on this level with a line like this:

```
.move.w #NUMBER,to_collect
```

Where NUMBER is the number of objects that you need to collect to finish a level. Remember, this need not be as high as the actual number of objects on the level. Take the first level, for example. There are five objects on the screen, but you only need to collect four of them.

Placing baddies is almost the same. To start with you do this:

```
lea     _bad_guys,a0
move.w
#BAD_STATE_LEFT,BAD_ON(a0)
move.w  #X,BAD_X(a0)
move.w  #Y,BAD_Y(a0)
move.w
#BAD_LEFT_START,BAD_FRAME(a0)
```

Slightly more complex. When placed the man must be placed on to a platform, otherwise he wobbles in mid air. BAD_ON(a0) is loaded with the current state of the man and can be a choice of the following:

```
BAD_STATE_LEFT       man is walking left
BAD_STATE_FROM_LEFT  man is facing forwards, and came from the left
BAD_STATE_FROM_RIGH  man not moving came from right
BAD_STATE_RIGHT the man is walking right.
```

Similarly, BAD_FRAME(a0) must be loaded with the current animation, and you have these to choose from:

```
BAD_LEFT_START  start of animation going left
BAD_LEFT_END    end of animation going left
BAD_MIDDLE      bad guy faces the screen
BAD_RIGHT_START start of animation for right movement
BAD_RIGHT_END   end of animation for going right
```

That's the first man. To place more than one man down you must move into the array and insert your next man using something like this:

```
lea     BAD_SIZE(a0),a0
move.w
#BAD_STATE_RIGHT,BAD_ON(a0)
move.w  #X,BAD_X(a0)
move.w  #Y,BAD_Y(a0)
move.w
#BAD_RIGHT_START,BAD_FRAME(a0)
```

When you have all your men down you don't need to declare the number, but you do have to make sure there is a return from subroutine at the end of your code. Then compile and away you go.

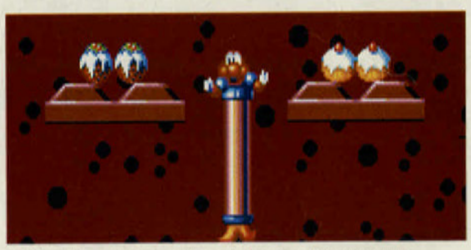
The best games ever! (and how to play them)

An extra-special, bumper, fun-type GameBusters special this month. A full 18 pages, packed with the tips from the programmers together with hints 'n' cheats from you, our readers. We've taken our favourite games ever on the Amiga, and tipped them all. So if you're stuck on a top game, scour these pages and allow **Andy Nuttall** to reduce your suffering...

CONTENTS

James Pond 2: Robocod

Robocod is one of the greatest arcade spoofs ever, but if you're stuck anywhere in the game type in the following cheat...



"I'd walk a million miles..." James, slightly over-stretched, attempts to serenade a Christmas pud.

On the title screen, type in THE LITTLE MERMAID (including spaces). Now use these keys during the game for special effects:

Return	Infinite Shield
F6	50Hz
F7	60Hz
K	Suicide
P	Gives you an aeroplane
F	Gives you wings
X	Warps to nearest Exit Post
M	Map select

Going into Map Select mode enables you to leap to various points in the game. These are accessed using the following numbers:

Level	Code	Level	Code
01	Level 1-1	26	Level 7-2
02	Level 1-2	27	Level 7-3
03	Level 1-3	28	Level 7-4
04	Bonus Level 1	29	Level 7-5
05	Level 6-1	30	Level 5-1
06	Bonus Level 2	31	Level 5-2
07	Bonus Level 3	32	Level 5-3
08	Level 6-2	33	Level 5-4
09	Level 6-3	34	Level 5-5
10	Level 1 and 2 Boss	35	Level 5-6
11	Level 5 and 6 Boss	36	Bonus Level 9
12	Level 7 and 8 Boss	37	Level 5-1
13	Level 3-1	38	Bonus Level 10
14	Bonus Level 4	39	Level 8
15	Level 3-2	40	Bonus Level 11
16	Bonus Level 5	41	Level 9-1
17	Level 3-3	42	Bonus Level 12
18	Level 3-4	43	Bonus Level 13
19	Bonus Level 6	44	Bonus Level 14
20	Level 4-1	45	Bonus Level 15
21	Level 4-2	46	Bonus Level 16
22	Bonus Level 7	47	Bonus Level 17
23	Bonus Level 8	48	Hard Level!
24	Level 4-3	49	Level 9-2
25	Level 7-1	50	End Animation

Civilization

The best games ever!

Sid Meier set the strategy gaming world alight when he released this masterpiece on the world's population. Here's a player's guide courtesy of Sid and his programmers…

THE FIRST THING you should remember is that there is no right or wrong way of playing *Civilization* – it's basically down to the individual player. The most enjoyable level of play is on Warlord level with four civilisations of competition. Choose your tribe wisely because each leader has different tendencies. For example, Genghis Khan (Mongols) can be expected to be very aggressive at the expense of his own cities, but Mao-Tse Tung (Chinese) is generally concerned with building a strong civilisation and doesn't seek to expand aggressively. The leader biographies can be found in the manual on pages 112-115.

Whenever you play the game it's always an advantage to have the Civilization Advances Chart (found in the very back of the manual). This can help you build more advanced units quickly; for example Alphabet + Masonry + Mathematics = Catapult Unit. If in the early days of your civilisation you concentrate on the above advances you can build the catapult unit, which is usually stronger than any of your enemies' units – unless they have better technology, that is. It's also an idea to lower the tax rates in the early days, because this will increase your science rate.



Blimey! It's a pretty state of affairs when you can afford to employ somebody to prop up one side of your hat…

- The earliest that units you acquire should be selected for defensive, offensive and mobility factors. Try to defend your home city first, but use more mobile units to open up the frontiers of your civilisation. Your first two militia or other military units should be used to defend your city or fortify the units on the city. If you fortify the units elsewhere, even with two or more to a square, an enemy could destroy all the units in one move.
- Whenever a unit becomes old, in technological terms, always replace it with a more capable unit. It's pointless paying for and feeding an older unit when more capable ones are available. As an example, replace the Cavalry unit with a Knight unit when they become available.
- Across the world there are minor tribes – moving onto them can uncover wealth, wisdom, friendly tribes or angry barbarians. Because of the barbarians you should only move a military unit with a high defensive factor onto these squares.
- When the technology arises you will be able to set sail, first of all in Triremes – these vessels are not made for deep water so they can be lost at sea very easily. It's always a good idea to keep them near to the coast, but if you get an opportunity to go to the nearest unexplored land mass then go there, but don't stay in deep water for too long.
- You should carry other units on the ships: a diplomat, a strong military unit and a settler. With all these units you can cope with any problems that arise, such as other civilisations, barbarians and an empty continent respectively.

When playing ***Civilization*** you can play defensively or offensively, but usually you play both. Start off by building up your defences and technologies, and making peace treaties with other civilisations (so you can put all your energies into new technologies and building more military units).

If a neighbouring civilisation becomes a threat or a problem you will need to open hostilities, but before you do this you should get an idea of the enemy's technology level. To do this you will need to establish an embassy in an enemy city – use a diplomat. If the enemy is more technologically advanced than you, then you might consider postponing your aggression until you are more evenly matched.

It's possible for you to catch up with the enemy in one of four ways:

1. Concentrate on research, building libraries and universities and devoting a larger portion of your revenue to scientific research.

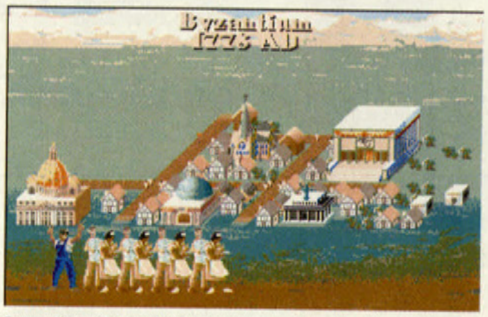
2. Exchange technologies with friendly civilisations, but preferably not with one which you are about to go to war with.

3. Build the Great Library wonder. Any time two other civilisations obtain the same advance it becomes yours as well.

4. Steal the technology by using a diplomat.

When you're at war don't be afraid to take a breather during a long campaign. It is possible to go too far, exhausting your resources and your people's willingness to fight. From time to time your enemies will offer to make peace with you – if need be, accept the treaty and use the time to rebuild your combat forces, replenish your treasury and increase the public's morale and support for your actions.

During the respite from war place ships on sentry outside enemy harbours, post sentries along land borders and fortify units around enemy cities. Have diplomats ready to undertake spy and sabotage missions as soon as hostilities are resumed.

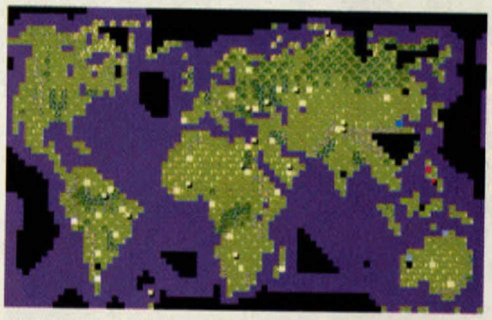


Byzantium is populated by people who like to act like rock stars almost 2000 years ahead of their time.

Later on in the game you will be faced by the nuclear dilemma. This could be either because your use of nuclear weapons will lose you points during the game, or because an enemy threatens you by saying "Our words are backed-up by nuclear weapons!" (this is about the right time to change your underpants, methinks). This warning should, of course, be carefully and warily heeded.

Although an enemy is unlikely to use nuclear weapons, it's a good idea to build an SDI on your capital city and other important cities. Use of nuclear weapons speeds up effects such as global warming and polar melting. If you use nuclear weapons then you should have plenty of settler units in readiness to clean up the mess.

Nuclear warheads are best used as deterrents, never as weapons.



While this looks like a simple world jigsaw, it is in fact a complicated balance-of-power type map.

There are two ways to win at *Civilization*: either defeat all other civilisations or win the space race to Alpha Centauri.

First of all, to win the space race you must complete the Apollo programme, and after this you will be able to build parts for your spaceship – SS Structure, SS Module and SS Component. Your goal is to build a spaceship that can hold as many colonists as possible, yet travel at a reasonable speed and with reasonable probability of success. As construction proceeds keep an eye on its characteristics: population, support, fuel, flight time and probability of success. All should be 100 per cent or above.

- The more propulsion units that your starship has, the faster it reaches Alpha Centauri. The more colonists you attempt to transport, the more your starship will weigh.
- Guard your capital. Losing it brings your interstellar programme to a very quick halt…
- Watch the clock. You must reach Alpha Centauri before your reign expires.
- If other civilisations launch before you do, you should make a mad dash for their capital in the hope of capturing it before their starship reaches its destination.
- Don't launch unless your arrival time is less then 20 years. If it is more than that, add more fuel and propulsion units.

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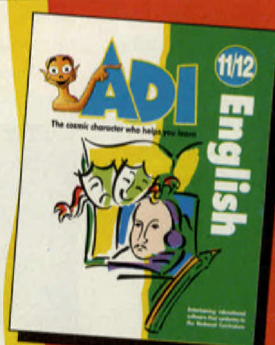
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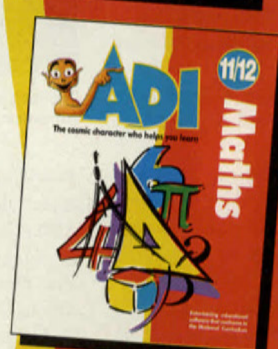
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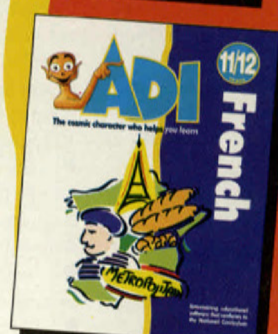
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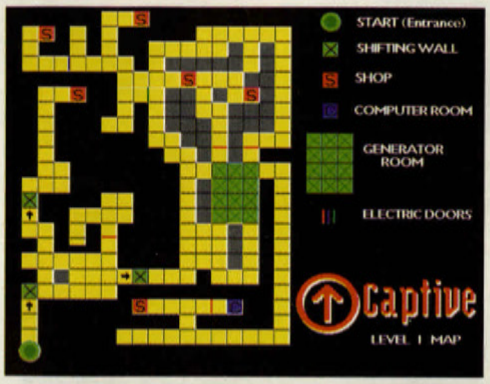
Captive

Having problems with this futuristic Dungeon Master clone? Here's some handy hints 'n' tips to ease your troubles…

FIRST OFF YOU need to fly your spaceship, the Swan, into orbit around the planet Butre (co-ordinates 008W-072N). While your ship flies through the Cosmos to its first destination, it's a good time to assign the droid chips. Access the backpack of each droid in turn and you will see a silicon chip. Place this on the picture of the droid's brain and type in a name for your droid: do this for all four. Your droids will now have their own characteristics and the ability to punch, which is their first means of attack. Around about this time the Swan will be in orbit around the planet Butre. Zoom in on the planet and click on the little white dot. This is where your droids will land, click on the landing button and a-hunting we shall go.

Once landed, go for a wander to get used to the feel of the droids. Whatever you do don't enter the water because it is highly toxic and it will damage your droids, and these babies are not under guarantee.

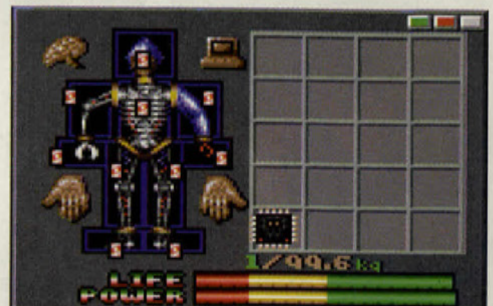
To enter the base go up to the green door and look for the message from Ratt, which contains the correct sequence to open the door: as soon as it opens, step inside. Pick up the explosives and message in front of you and go to the back wall and use the push facility (click the right mouse button on the forward icon). The wall will move enabling you to move around the base.



Just to get you going, here's a map of level one. If anybody has any decent further maps, send 'em in…

Tips for playing the first base

1. Be sure to explore the *whole* base.
2. Pick up all sacks of gold because after you destroy an enemy you'll need them. Pick up and write down all messages so that you can sell them in the shops.
3. While romping around the depths of *Captive* your droids gain experience points. These can be traded in to raise your other attributes. To start with concentrate on increasing your brawling skills only.
4. On the first base you are going to need the use of Optics, so make sure you know how.
5. To reveal where the next base is you have to find the professor and kill him. You will then be given the password to enter the computer which will give you the planet probe; do not leave the base without one.
6. Once in possession of the planet probe you can go and destroy the generators. To do this get the explosives and throw them at the top of the generators, then run back to the green door, using the same combination as before, and then hop into your ship and take off. You can only leave when the generators have been destroyed and not before.



Carl's speech set everybody talking: "…the economy is sinking, and we all have sew-on patches for brains…"

AND FINALLY…

Tired of being poor? Try the following to clock up a massive 18,666 credits…
When you land go and pick up the message from Ratt, on Butre, then return to the Swan, and then land again. There will be another message from Ratt, pick that up as well. Repeat this process 88 times and put all the messages in the backpacks. When these are full carry them in the hands and one on the cursor, then enter into the base and find a shop. You can then sell the messages and get all that money. Simple when you know how.

After the early planets the clipboards become few and far between and are replaced by graphic combinations and numbers.

Wizkid

See that Wizkid? That's your Mum that is... If you need help with this bizarre game, who better than Jon Hare of Sensible Software to provide you with some handy hints.



P-p-pick up a penguin… or at least headbutt a load of Lego bricks and violently kill them all. Lovely.

- **Use the coin in the Gents to access the secret cave network (don't overlook the invisible door).**
- **Buying stars can make you extra money.**
- **You can't finish the graveyard level properly unless you die. You must kill yourself by using the tiles on the hidden screens.**
- **Using the Ladies toilets will clear the blockage in the volcano for your future exploration.**
- **On the pirate ship level, the shields on the ship are split into two. The three nearest the ship's head control the face on the end of the figurehead, while the three to the rear of the ship activate the head function in different ways. Wear shades if you want to see the light.**
- **Only shoot the mother eyeball on the Wizball level. This will give you extra *Asteroids* ships.**
- **On Mount Wizimanjaro, if you have two or four stars you can walk through the lava flow unharmed. You will find an extra *Asteroids* ship and a surprise.**
- **When you are flying over the tree screen, pluck the cross off the top of the church spire. Don't go to level six – land again.**
- **In the Sensible Softpawn shop, swap the objects displayed by giving Iain the Clown what he asks for in the speech bubble. Use the lucky dip to find objects he wants. You must leave this screen with match, shovel, cross and all diamonds, but you shouldn't leave until Iain is off his rocker.**
- **Try getting behind the eyeballs on the Wizball level, as this is a good way to avoid being hit. You need eight kittens to beat Zark back to his castle.**
- **With four diamonds and a can opener on the Jailhouse Wiz, you can unlock untold wealth.**
- **Before you use the cannon in the circus, try to make a hole in the podium. The hungry mouse might help you with this, but you'll have to kill him first.**
- **When you're inside dog girl's nightmare mouth, jump up on the bunkbed for a jewel.**
- **Don't always pick up the cats when you are just a head. Make sure you have thoroughly explored the level first.**
- **Pick up all the money from a tune for a super Wiz bonus.**
- **Aiming tiles upwards and diagonally is the best way to kill aliens if the tiles and aliens are both plentiful.**
- **On certain levels, when you want to pick up the kitten in head mode, collecting bubbles and tunes will only prolong your agony.**



The House That XCad Built

The above building was designed by Architect David Bishop, modelled by XCad and rendered with Imagine.

XCad

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Imagine

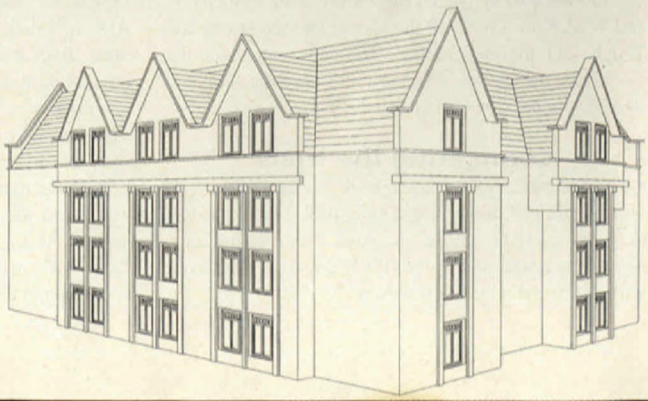
The 24 bit image above was completely originated on an Amiga computer. The drawings were designed with XCad, the 3D model was created from the 2D drawings and the 24 bit image (1280 x 1024 resolution) was rendered with Imagine - in fact this whole article was put together using Professional Page, XCad and Imagine. These Amiga products would amount to £777 (RRP), compared to AutoCAD, 3D Studio and Ventura on a PC which comes in at £5100 - and that's just for the software! Imagine 2.0 has a retail price of £269.

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Amiga Format, November '92

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The best games ever!

The Secret of Monkey Island

This was the game from LucasArts which took hold of adventure gaming and gave it a darn good shake, setting you off on the adventures of Guybrush and the ghost pirate LeChuck. Loads of you are still stuck though, so here's the full solution…



PART ONE – THE THREE TRIALS

Getting your gear for the trials

You will start the adventure at the lookout point above the town. The lookout tells you where to go to begin your quest. To start off, WALK right along the dock to the Scumm Bar. OPEN the door and WALK in. WALK TO the red curtain and TALK TO the important looking pirates.

Tell them you want to be a pirate and get them to tell you about the three trials before you leave.

OPEN the door to the right. The cook will tell you that you're not allowed in. Wait for him to come out and walk off the screen to the left, then WALK in.

PICK UP the hunk of meat and the pot, OPEN the door on the right and go outside. WALK TO the end of the jetty to make the seagull fly away, then quickly PICK UP the fish before he returns. Go back out to the street, WALK TO the cliffside and WALK right to the path. Go to the clearing in the middle of the island and WALK left to the circus tent.

Interrupt the Fettuccine brothers' chat and ask them how much they'll pay you to do the stunt. Agree to their offer and tell them you have a helmet.

USE the pot and you will find the trick will be performed. Talk to the brothers to indicate you're OK and then when you leave the tent WALK back to the path.

Go back to the village and WALK through the archway to the main street. TALK TO the citizen of Melee, and when he asks you about Sven, say that you know someone called Dominique. Tell him you'll take the map then leave him.

OPEN the door to the Voodoo Shop and go inside. PICK UP the chicken which is lying on the trunk and LOOK AT it before then going back out to the street.

WALK TO the archway under the clock and WALK TO the alley where the 'Psssst' is coming from. A man will appear and hassle you. Answer his questions and he will introduce himself as the sheriff before leaving.

Go back to the street, OPEN the door to the shop and WALK in. PICK UP the shovel and the sword and TALK TO the storekeeper. Tell him you want the sword and the shovel, then browse. Leave the shop and WALK out past the cliffside to the path.

Completing the trials

Go to the house at the far right of Melee Island. You will be stopped at the bridge by a troll. GIVE the fish to the troll and he will let you pass. Continue the journey to the house and try to OPEN the door. Guybrush will knock and a man will answer.

Ask him to train you to be the best swordfighter on Melee Island and insist that you have what it takes. Let him have 30 pieces of eight and show him your sword when he asks. He'll invite you in and start the lesson.

Once the training is finished, you will need to learn some insults. WALK TO the path and go to the junction just to the left of the fork. This is where you will have most chance of a scrap.

Keep fighting any pirates that come along to collect insults and their replies. If you have an insult but don't know the answer then use it, since the responses are the important thing!

At some point you will be told that you are good enough to fight the Sword Master. You're not! Get as many of the 20 responses to insults as you can before you stop fighting.

When you're ready, go to the fork to enter the forest. WALK into the back of the screen and PICK UP the yellow plants. Wander around the forest until you come to a chasm with a signpost next to it. PUSH the sign to make the bridge appear, then cross it.

WALK TO the right and TALK TO the Sword Master. Tell her that you've come to kill her and the fight will start. The insults that the Sword Master throws at you are different to the ones you have, but you need to use the same replies.

When the Sword Master is defeated, she will give you a 100% cotton T-Shirt. LOOK AT it to see your prize. You can now use the Sword Master's insults on anyone you fight to win easily, but you don't need to get into a swordfight from now on.

WALK TO the fork to get into the forest again and LOOK AT the map for the directions to the treasure. Although they look like dance steps, they are instructions. Back means into the back of the screen, while left and right mean off the screen in that direction.

Once you find the treasure clearing WALK TO the right and USE the shovel on the X. LOOK AT the T-shirt to see your prize and WALK TO the left to get back to the road.

Go to the village and WALK TO the town itself and WALK through the archways towards the Governor's mansion. USE the yellow petal on the hunk of meat and GIVE the now-formed meat with condiment to the deadly piranha poodles. When the poodles pass out you can OPEN the door and WALK in.

OPEN the door just to the right of the front door and WALK in. A surreal fight sequence will then unfold giving you some items. WALK back out of the front door and back to the town.

WALK into the jail and TALK TO the prisoner. Go back out to the street and go into the shop. TALK TO the storekeeper and ask him for a breath mint, then leave the shop.



WALK back to the jail and GIVE the breath mints to the prisoner. Ask him if he has a file, then GIVE him the gopher repellent. When you have the cake, go back to the street, WALK back to the Governor's mansion and then go in.

OPEN the cake to find a file and WALK TO the gaping hole. The fight will continue until you eventually emerge with the fabulous idol.

The sheriff will stop you asking what you're doing with it. Answer him and the Governor will appear sending him away. Chat to the Governor (well, sort of chat) and WALK TO the front door when she leaves. OPEN the door to find the sheriff. When you answer him, he will take you and throw you off the dock. Ooh! The plot thickens!

The best games ever!

Starting the Quest

When you appear underwater, PICK UP the idol. You will then collect the sword and climb back up to the dock. The lookout then arrives to tell you that the Governor has been kidnapped. Ask him about it and he will give you a note from LeChuck telling you what's happening.

WALK right to the Scumm Bar and go in. PICK UP all the mugs and WALK TO the red curtain. PICK UP the other mugs, then TALK TO the cook. Ask him what's wrong and get him to tell you where to get a (much needed) ship.



OPEN the kitchen door and go in. The next sequence has to be done pretty speedily. USE the mug on the barrel and zoom off to the jail. The grog will eat through the mugs, consequently at various points on the trip, USE the disintegrating mug of grog on one of the empty mugs.

When you get to the jail, USE the mug of grog on the lock so that the prisoner is let free. When you try to convince him to join your crew he will run away, but don't worry!

WALK back out to the street and out to the cliffside, then WALK TO the path. Go to the shore at the top of the island. When the screen with the neon sign appears, USE the rubber chicken on the cable to get across the gap. OPEN the door to the house and WALK in.

Meathook will appear telling you he doesn't like visitors. Tell him the Governor's been kidnapped and you should get a crew and rescue her. Meathook will give you a test to prove your worth. When Meathook has opened all the barriers and runs away, OPEN the little door and TICKLE the winged devil. Meathook will agree to be in your crew. USE the rubber chicken on the cable to get back across the gap and WALK TO the path.

Go to the Sword Master's and TALK TO her. Get her to join your crew simply by telling her that the Governor's been kidnapped, then WALK back to the path.

Go to the lights, which are actually Stan's Used Ship Emporium. Stan will approach you and start his sales pitch. Say you don't have much money and tell him you want credit. He'll turn you down. Say you want to think about it and try to leave the yard. Stan will stop you and give you a card and a magnetic compass.

Go to the village and WALK to the shop. TALK TO the storekeeper, telling him you want a credit note. Say that you are employed and he will get the note from the safe. Make a careful note of the combination! Whatever job you tell him you're doing he won't believe you and will put the note back (last chance to get that combination!). Say that you're looking for the Sword Master to send him away.

WALK TO the safe. Using PULL to move the handle anti-clockwise and PUSH to move it clockwise, enter the combination to open the safe and get the credit note. Go outside and return to Stan's Boat Yard.

Ask to see the cheap ship again and say that you have a credit note. The negotiating will now start. Talk about the extras and say that you can live without each one until the first one appears again. At this point say that you've heard enough about the extras. Ask Stan how much he thinks the ship's worth, then say you don't want it after all. Say you guess he's right when he calls you back. Ask him what he thinks it's worth again, then make him an offer of 5000 pieces of eight. He'll then sell you the ship.

Leave the yard and then go back to the village. WALK TO the dock to meet Stan with your ship. He will give you some literature to use later on in the adventure. Greet your crew when they arrive and then it's off on the big adventure!

PART TWO – THE JOURNEY

Once the crew have made their position clear and you retire to the cabin, OPEN the desk drawer and LOOK AT the contents. LOOK AT the book to read it. PICK UP the feather pen and ink, then WALK TO the door to get to the deck. WALK TO the rope ladder and PICK UP the Jolly Roger when you have climbed to the top.

Go back down to the deck and go down to the hatch. WALK TO the door to get to the galley. PICK UP the pot and OPEN the cupboard. PICK UP the cereal and open it to get the prize. LOOK AT the prize you will see that it's a small key.

WALK back up the ladder and WALK TO the hatch to go down into the hold. OPEN the chest on the right and LOOK AT it to get the fine wine. PICK UP the giant piece of rope and OPEN the kegs on the left to get some gunpowder. Now go back out to the deck.

WALK back to the cabin and USE the small key on the cabinet. OPEN the chest inside to get a piece of paper and some cinnamon sticks. LOOK AT the piece of paper to read the recipe, then WALK back on deck and go to the galley again.

USE the cinnamon sticks, the Jolly Roger, the rubber chicken, the fine wine, the breath mints, the piece of paper and the gunpowder with the cooking pot. The pot will then go bang and start to steam, which makes you pass out.

When you wake up, go to the deck to discover that you are at Monkey Island. Go back down to the hold and OPEN the kegs again to get some more gunpowder from the kegs, then return to the deck.

USE the gunpowder in the cannon nozzle and the giant piece of rope with the cannon to form a fuse.

Go back down to the galley and USE the feather pen with the red hot fire to form a flaming mass. Return to the deck, USE the flaming mass with the fuse, and USE the pot. The cannon will then fire you onto the shore of Monkey Island.

PART THREE – UNDER MONKEY ISLAND

After Herman walks away, WALK TO the jungle to see the map of the island. Go to the river fork in the middle of the island and WALK TO the footholds across the river. PUSH the rock off the edge and lawks! Your ship will be sunk! But don't worry.

PULL the primitive art twice, then WALK to the

The best games ever!

next set of footholds to get to the top of the rock tower. If Herman appears, just say anything and he'll walk away. PUSH the rock off the edge. The rock should hit the banana tree on the beach. WALK back down to the river fork and return to the jungle.

Go off to the left and go to the fort on the edge of the volcano. PICK UP the spyglass and the rope and PUSH the cannon. When Herman appears, say that you think a monkey did it. Ask him a question, then leave the conversation. PICK UP the cannonball and the gunpowder and WALK back to the jungle.

Go back to the river fork and PICK UP the note under the rock. LOOK AT the noteworthy rock to get a piece of flint. USE the handful of gunpowder with the dam, then USE the flint with the cannonball. The dam will burst and the water will carry you along. Go to the pond at the end of the river and PICK UP the rope by the unhealthy looking man. When Herman leaves, WALK back to the jungle and walk to the crack.

USE the rope with the strong branch on the edge of the crack and WALK down to the next ledge. USE the other rope with the sturdy stump and PICK UP the oars. WALK back to the jungle and return to the beach where you first landed. PICK UP the bananas and USE the oars with the rowboat. Paddle to the right, around the headland and up to the beach near the top of the island. WALK TO the jungle and go to the village.

WALK TO the hut on the far left and PICK UP the bowl of fruit to get the bananas. As you try to leave the village, the cannibals will stop you and try to get you to give them an offering. GIVE them anything, but they won't accept it and will lock you in a hut. PICK UP the skull on the floor and OPEN the loose floorboard underneath. WALK TO the hole to escape.

Get back to the boat and paddle back to the island with the banana tree. WALK TO the jungle and go to the monkey. GIVE him bananas and LOOK AT him until he looks happy, then he'll follow you.

WALK back to the jungle and go to the clearing on the headland to the right. WALK TO the right until you reach the totem poles. PULL the nose on the left-hand totem pole and WALK TO the gate that opens. The gate closes again, but the monkey will swing on the nose, keeping the gate open. WALK to the gigantic monkey head and PICK UP the wimpy little idol. Then go back to the jungle and go on back to your boat.

Paddle round to the beach at the top and go to the village again. WALK TO the hut on the left, then WALK back to the right. The cannibals will stop you again and try to get you to give them something, so GIVE them the wimpy little idol.

WALK TO the hut on the left and go in. PICK UP the banana picker and go outside. As you head to the village you will meet Herman. GIVE him the banana picker and he will give you the monkey-head key. Go to your boat and paddle round to the beach just next to the headland. Go to the clearing and WALK TO the gigantic monkey head. USE the monkey-head key in the gigantic monkey ear to make the head open.



"Melee Island is a small respectable community, filled with Scumm, Trolls, murderous winged devils and Voodoo shops." Hmm, these Estate Agents' descriptions get stranger by the day. Why would anyone bother going *there*?

Go to your boat, paddle to the top beach and go to the village to meet the now friendly natives. Tell them there is something they can do for you and you are looking for someone dead. They'll tell you about their magic potion. Say you are going to kick LeChuck out. The natives will stop you, so get them to tell you about the head of the navigator. GIVE the leaflet to the natives and they will give you the head and the necklace.

Go back to your boat and paddle back to the beach. Go to the clearing, WALK TO the gigantic monkey head and go in. WALK to the right until you get to the next cave, then USE the head of the navigator. WALK through the catacombs, following the direction that the head looks until you reach LeChuck's ghost ship.

TALK TO the head of the navigator and ask him for the necklace. Keep pleading with him until he gives it to you then USE the necklace to make yourself invisible. WALK TO the ghost ship and WALK TO the door over to the left. USE the magnetic compass with the key then WALK back to the deck. WALK down the hatch and WALK TO the passage on the right. PICK UP the ghost feather which is by the ghost chickens and then go back through the passage.

USE the feather on the sleeping ghost crewman's feet and PICK UP the jug-o'grog he drops. Go through the passage and USE the key on the hatch. WALK TO the hatch and USE the jug o'grog with the dish. PICK UP the cooking grease and go back up to the deck.

USE the glob of grease on the door on the right to stop it squeaking, then OPEN it and go in. PICK UP the ghost tools and go back to the deck. Go down the hatch and through the passage, USE the tools on the glowing crate to get the voodoo root. Then go back to the cave and WALK off to the left. You will now appear back at the village.

Have a chat to the three-headed monkey (eh?) while the natives mix your potion, then WALK back to the jungle. You will appear in the cave next to a ghost. Ask him what happened and about the wedding, then get ready to go. Your crew should now appear and you can go back to your ship to leave Monkey Island.

PART FOUR – GUYBRUSH KICKS BUTT

WALK off the dock and you will be assailed by a ghost. Offer him root beer and he'll get zapped. WALK TO the town and WALK up to the grim spectre. Tell him you've some magic root beer to blast him.

WALK to the church, OPEN the door and walk in. Say "Stop the wedding" and when LeChuck threatens you say "Take This!". The Governor will appear, try to see what's going on. Say "Take This!" to find that you're seltzer is jammed when LeChuck threatens you again. LeChuck will belt you and you will land in the grog machine in Stan's boatyard. When LeChuck shakes you out of the machine, pick up the bottle of root beer. As soon as you have the bottle, USE it on LeChuck, and you can be reunited with the Governor.

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Jimmy White's Whirlwind Snooker

When playing Snooker the tendency is to go straight in and play without reading the manual. Programmer Archer MacLean describes some of the game's less well-known features...

Follow cue ball around table

When taking a shot, hold the left mouse button down on the Take Shot icon, and the display will follow the cue ball centrally and line up on the first ball hit. Hold down the right button or both for different effects.

Blocked shots

Remember the cue ball can't always be hit from all directions. Sometimes, depending on the cue ball's position, you will find the cross-hair on the Take Shot icon can't be placed on the lower part of the ball. This is because there is something blocking your cue's path, like a cushion of the table or a ball. If the shot is blocked a small 'No' will be displayed instead of the crosshair. More of the ball may be accessed by tilting the table up slightly, using the Tilt Table icon.

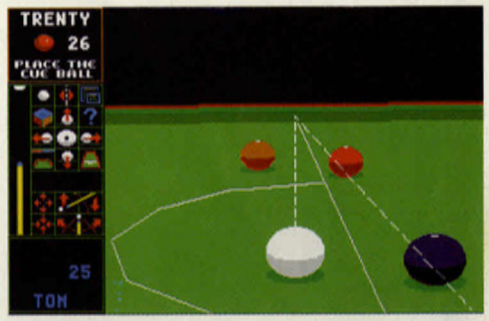
Chalk

You only need chalk for spin shots. For the cross-hair in the middle of the Take Shot icon you don't need any chalk. The more spin you put on the cue ball, the more chalk you need. If you put three or more dabs of chalk on, you won't get a miscue.

Swerve shots

It's possible to do swerves in the game. Go through the following practice steps. Select Trick Shots, then go to the table and click the right mouse button on the CLR icon. Go to the cue ball by clicking left on the View Q Ball icon, and move the pointer over the ball and holding down the left mouse button. Move it to just next to the brown ball on the straight part of the D-line.

Turn the view line on, and adjust the angle until the viewline is pointing at the middle of the pink. The blue ball should be just in the way, so you need to swerve past it. Use the left spin and top spin icons to move the cross hair to the top leftmost part of the cue ball. The message window should say "Swerve Right". Apply three or more dabs of chalk, and set the cue power to about 40 per cent. Now take the shot, and you should see the cue ball swerve to the right as it goes past the blue, and swing in to collide with the pink.



"The atmosphere is tense here in the *Amiga Format* office as Trent tries to jump the cue ball over the red..."

The 147 heat mode

Go to trick shot mode, and return to the table. press F7 followed by F4 and F1. You should hear a double-click. Return to the control menu, and enter the demo mode menu, where there's a third option, 'Do a random 147 break'. Select this to watch continuous 147 breaks.

Kick Off 2

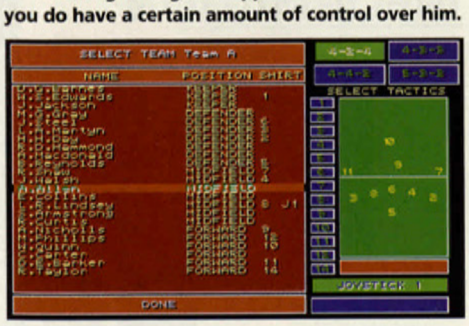
Although it's lost some of its status due to the young upstart that is Sensible Soccer, it's still one of the best games on the Amiga. Increase your skills with this lot...

General tactics

- **There are various styles of play. The first is dribbling. This isn't recommended, since the players are sharp and will soon tackle you. Your best bet is to trap the ball and pass it to a clear player who is more likely to have a clean run.**
- **If you want to get a long clearance, then run to the ball, pull back on the joystick and at the same time hit the fire button. With a little practice this is useful for belting the ball a long way clear after those mad goal mouth scrambles!**
- **If using aftertouch, remember to use it when shooting. Note where the goalie is and try to bend the shot away from him by moving the joystick left or right after you kick. This often bamboozles them. Try to get into a position where you can do this. A good way is to run wide and cross the ball into the centre. The goalie will tend to run towards you, allowing you to score.**

The Goalkeeper

- **Although the goalie appears to be automatic, you do have a certain amount of control over him. When he has hold of the ball, always hit fire before he throws, it gives the ball a hefty belt up the pitch. This ensures a good start to your attack.**



caption caption caption caption caption caption caption caption caption caption caption caption

Throw-Ins

- **If you do nothing, the ball will be thrown out to the nearest player, but if you are in your own half, give the ball a hefty throw up the pitch. If you are close to being level with the opponent's penalty area, then give it a good long throw into the centre and try to bully it away from the keeper to get a run up for a shot.**

Penalties

- **Don't just rely on getting the timing as it travels towards the centre as in *Kick Off* – the timing is much tighter. Wait until the arrow is at the outermost point of travel, then just as you SEE it move inwards (don't anticipate it, or you'll go wide) quickly give the fire button a short tap.**
- **If you are defending against a penalty, move the joystick and hold it to the side that the arrow is on (in other words, follow it from side to side) then press the fire-button as the attacker takes the kick. This should allow you to dive in the right direction most of the time.**

Set piece free kicks

- **There is one method which you can use as a basis for more complex moves. Push and hold the joystick in the opposite direction from the goal (that is push left if you are to the right of the goal and vice versa) and tap the fire button. As soon as you press the fire button, move the joystick in the opposite direction. The ball should bend in towards the goal, If not, then just keep practising!**

Corners

- **The same directional tactics as Kick Off work, but remember that the time you hold the fire button down controls the strength of the kick.**

General tips

- **Use a balanced approach to get comfortable in the game.**
- **Use a blitz if you're losing with only a few minutes left and a lockout if you want to stay safe for the last few minutes.**

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AMIGA FORMAT JAN 93

The best games ever!

Monkey Island 2 – LeChuck's Revenge

This is the sequel to one of the best games ever – and it's become the benchmark for graphic adventures. It's a bit tricky in parts, though, so here's the full solution...

PART ONE: THE LARGO EMBARGO

Pick up the shovel by the sign and walk over the bridge, where you'll be mugged by Largo. Walk to the window, pick up the knife from the table and go back outside. Walk to the door on the left and pick up the paper. When the cartographer rubs his eyes, quickly grab his monocle. Walk to the hatch and talk to the bar keeper. Wait for Largo to leave, then use the paper on the spit that is on the wall. Walk to the upper deck and go to the ship at the back.

Pick up the bucket, then persuade the men to let you take it. Walk to the far right of the screen and go to the swamp. Use the bucket on the swamp.

Go back to the path, up to the cemetery, then to the graves on the hill. Use the shovel on the grave, pick up the bone, then go back to Woodtick. Walk to the



Scabb Island, the first land you will spot after loading *Monkey 2*. Watch out for Largo, he's a bit of a tyrant.

ship on the far left and use the knife on the rope that tethers the alligator. When the innkeeper leaves, pick up the bowl to get the cheese squigglies. Walk through the door at the back. Pick up the toupee, use the bucket of mud on the door, then go behind the dressing screen. Largo will walk into the room, trigger the trap, and then dash off to the laundry.

Walk to the ship where you got the bucket (Mad Marty's) and wait for Largo to leave. Go back to his room and close the door. On the back of the door you'll find a laundry ticket, which you must take to Mad Marty's ship. Give the ticket to the laundry guy and you'll collect a fetching piece of Largo's attire.

Go back to the swamp and use the coffin. Row to the right until you come to a shack. Paddle over to the shack, pick up the string on the table and walk to the right. Ask the voodoo lady about business and continue the conversation about Largo. When she asks for the voodoo ingredients, give her the four objects - the spit, the toupee, the bones and the bra.

When you've got the voodoo doll, go back to Largo's room, quickly use the pins in the voodoo doll, and it's bye bye Largo. After talking to the voodoo lady again, go to the beach and pick up the stick.

Wander back to Marty's laundry, open the box and use the stick on it. Use the string on the stick and use the cheese squiggles on the box. Walk to the other end of the string and wait for the rat to scurry under the box to munch on the tasty squiggles. Pull the string, open the box and pick up the rat. Walk to the window and use the rat in the vichyssoise. Go back round to the hatch and ask the barkeeper about the stew, and take the job when the chef gets the sack. Walk to the window and go to the peninsula at the bottom -left hand side of the island. Skank over to the houseboat, give the monocle to Captain Dread and charter a ship.

PART TWO: THE FOUR MAP PIECES

Pick up the bag of parrot chow and walk to the door. Ask what your choices of destination are and set sail for Booty Island. Open the door to the left and walk through it, you're now in the Booty Boutique. Buy the 'Beware of Parrot' sign, the saw and the ship's horn. Put the parrot chow on the hook to distract the bird's attention then buy the mirror. Talk to the shopkeeper, who says he'll only part with the map piece in exchange for the figurehead from the Mad Monkey.

Go out of the door, walk to the right, talk to the woman in the big hat and ask for a leaflet. Walk to Stan's door, tell him you have to go and he'll give you a handkerchief. Then it's back to the boat and tell Dread to sail over to Phatt Island.

Pretty soon you'll find yourself incarcerated. Pick up the rock hard mattress and the stick. Use the stick on the bone and then pick up the bone. Use the bone on Walt, pick up the small key and use it on the cell door. It's hardly Escape from Alcatraz, but it's still good for a laugh. Open the two envelopes and walk to the door.

Use Captain Kate's leaflet on the wanted poster and walk to the library. Open the model lighthouse and take out the lens. Look at the card catalogue, open the draw labelled C/D and find a card called Disasters. Look in the P/Q/R draw and pull out the recipes card. Go to the librarian and ask for the 'Joy of Hex', 'Great Shipwrecks of Our Century', and any third book.

Leave the library and walk to the front alley. When the man leaves, follow him, open the slot on the door and ask for the next number. The answer is the number of fingers the man hold up first. Go back to the alley and ask the man for a game. Bet on the number you were told and then ask for the party invitation. Go to Governor Phatt's mansion and talk to the guard. When you get a chance, tell him there's a fire in the kitchen and walk to the stairs. Swap the third book you picked up at the library with the one on the bed and return to Dread's ship. Set sail for Scabb Island.

When you get there, walk to the hatch and talk to the bar keeper. Ask for some grog and give him your library card. Buy all three drinks and use the yellow drink on the blue drink. Use the crazy straw on the green drink, use the banana on the metronome and pick up Jojo. Go to the men of low moral fibre and saw off the guy's wooden leg. Walk to the door by the toll bridge and pick up the hammer and nails - the woodcutter is tending the poor chap who's leg you amputated. Back to Booty island for more fun.

Go to the costume shop, give the invitation to the shopkeeper and pick up the dress. Go to Stan's and ask about a used coffin. When he gets in one, close it and use the nails on it. Pick up the crypt key, which is on the board at the back of the shop, and then leave and walk to the path on the right.

Join the spitting contest and use the ship's horn. When the spitmaster walks off, pick up the flags. Use the crazy straw on the green drink and walk to the fault line. Spit when the wind blows.

Go back to the antique shop, give the dealer your plaque and persuade him to buy it. You'll probably have to work your way through a load of old hogwash to make him want the junk you are offering. He'll pay you 6,000 pieces o' eight. Leave the shop and look at the 'Great Shipwrecks' book which you borrowed from the library. Remember the coordinates of the sunken galleon and then go and free Captain Kate from jail. While you are in the jail take the vanilla envelope from the shelf and open it to reveal some near-grog. Then charter her ship. Get her to sail to the coordinates given in the book, then dive over the side for the galleon. Pick up the monkey head and then pick up the anchor or the rope to get back to the surface. Head for Booty Island , and then give the antique dealer the monkey head and claim the first piece of the map.

Walk to the path on the left and go to the governor's mansion. Give your invitation to the guard and put on your costume. Go into the mansion, and pick up the map piece from the picture frame and try to leave. Try your hardest to persuade Elaine to come back to you, but you'll always fail, she'll throw the map piece out of the window and Guybrush will be kicked out. It's about time he was given a good seeing to. Go back upstairs and take the oar down from the wall. Go back outside and try to pick up the map piece.

Walk over to the woods on the right and change clothes. Walk back to the mansion, pick up the dog and walk to the side of the house. Knock over the garbage can by picking it up, and quickly walk to the front to the front. Walk to the side of the house on the other side, preferably before the chef catches you, and walk to the door. Pick up the fish and sail off to Phatt Island.

Walk to the pier and talk to the fisherman - it's his pole you're after. Accept his bet and give him the fish. When you've got his pole, go back to Booty Island, walk to the path on the left and go to the cliff . Walk to the edge of the cliff and use the fishing pole on the map. Follow the seagull to Big Tree.

Once you're there, get the plank that is sticking out of the tree , and use it on the hole in the far left of

The best games ever!



This parchment gives you some idea of the layout of islands. The red line shows you where you're selling. You only control the destination, but don't worry. Captain Dread usually gets there in the end.

the trunk. Use the oar on the hole next to it, then walk on to the big root just to the left. Climb onto the oar via the plank Guybrush will fall and hit his head.

Guybrush is now in slumberland dreaming of a song, and writing down the words on the spit-encrusted paper. When he wakes up, pick up the broken oar and head for Woodtick, where Woody (the carpenter) will fix the oar (if you ask him nicely). Return to Big Tree, climb on to the plank, then use the newly-fixed oar in the hole to the right. Walk on to that, then pick up the plank and use it in the next hole along. Keep on doing this until Guybrush takes over and climbs to the top.

Walk to the small hut and pick up the telescope. Go to the bigger hut in the middle of the screen, and use the dog to sniff the pile of maps - he will pick out the second piece of map!

Go back to Dread's ship, and set sail for Phatt Island. When you arrive, go to the waterfall and climb up until you reach a pump. Using the monkey on the pump will stop the water, and reveal a secret about the waterfall. Go to the bottom, enter the "newly discovered gaping hole" and keep going until you reach a beach. Go to the cottage at the top of the screen, open the left window then walk though the door.

Inside you'll find Captain Rum – talk to him for a while, then challenge him to a fight. He will back down, but challenge you to grog-drinking contest instead. He will provide the grog (the strong stuff) which you should throw into the nearest tree and replace with some near-grog (low-alcohol). Sit down, and when Rum comes back drink the near-grog and wait for him to pass out (this is what grog does for you, kids - don't try it).



Phatt Island. Governor Phatt sure lives up to his name, believe me! Take along your sick bag.

Now he's unconscious put the mirror in the frame, then go outside and use the telescope on the grotesque statue. A ray of light will bounce off the mirror and focus on a brick in the wall (cue a song) - take note of which brick it is. After you've picked the telescope up, go inside, pick up the mirror then push the selected brick. You should then fall into the cellar, where you'll find a skeleton with the third piece of map. Pick it up, go left through the hole and back to the main island.

Head for the cemetery on Scabb Island, look at all the tombs and go into Stan's crypt.(What do you mean it's locked? Use the crypt key!) Look at the book of quotations, and memorise the one by Rapp Scallion. Looking at all the tombs will reveal one with the same quote as an epitaph, so open it up and take some of the ashes from inside. Remember the Voodoo Lady's shack? Did you look on the shelves? Can you guess what you must do now? Yes, go back to the shack in the swamp (close the tomb first), and try to get the ASH-2-LIFE™ potion bottle. Talk to the Voodoo Lady, then give her the book (Joy of Hex) and the ashes. She will give you some real ASH-2-LIFE™.

Go back and use it on Rapp's ashes, then watch him change from a pile of dust to a living, breathing, er, weenie cook. Offer to turn the gas off back at the weenie hut (on the beach where you started), and he will give you the key to it.

Go back to the beach, and use the key on the door (the weenie hut is behind Bart and Fink). Go inside and use one of the stove knobs to turn off the gas. Return to the tomb, use the potion on Rapp again, then tell him that you've turned off the gas. He will eventually give you the fourth piece of map (Yippeeee!). Close the tomb and the crypt, then go and see Wally (the cartographer) in Woodtick. Give him the model lighthouse lens and all four map pieces, then ask him to draw up a new map. This he will do, as long as you promise to get a love potion from the Voodoo Lady. Go to her and get one, but alas! She will sense that Wally is in trub. Go to Wally's, look at the writing on the table, then go back to the swamp and open the Juju bag. Open the crate, then use it. Guybrush will then be taken to LeChuck's fortress by some delivery men.

PART 3: LECHUCK'S FORTRESS

When Guybrush gets out of the crate, head right and go through the door at the top of the stairs. Now walk right and keep doing so until you reach a dungeon. Walk to the left cell and talk to Wally. Now look at the spit-encrusted piece of paper, showing the words to the song from the dream sequence. Now write down the first three bodily parts of each verse down in the given order (e.g. Verse 1 = Head, Hip, Leg etc).

Go back the way you came and if you pass a sculpture in the wall with the body bits in the order of verse 1 (e.g. Head at the top, Hip in the middle and Legs at the bottom - see screen), then push it and walk through the gap. If you don't find a matching one by the time you reach the sign posts, go down the back tunnel and keep looking. Once you've done this, do the same for the second and subsequent verses. In the end, you will reach a big door with several locks on it. Push the middle of the door and go through the doggy flap.

The key to Wally's cell is on the wall next to LeChuck's throne so pick it up. LeChuck will capture you and leave you hanging around with Wally. Drink some of the green drink and spit at the pan below you to move it slightly. Then spit at the shield to the right of Guybrush and it should bounce off several things and put out the candle (if not, keep on trying). You will now escape and find yourself in the dark, so use a match from the Juju bag and leave quietly (tee hee).

PART 4: DINKY ISLAND

Once you arrive, walk right to the man and talk to him. If you want, ask him about philosophy then go through all the colours available (there are a plenty of them!) to discover a pointless fact about Zen existentialism (say that after a couple of pints of Hatchet's!).

Open the barrel, pick up the cracker and give it to the parrot. Remember the direction he gives you. Go up to the still (the big shiny machine), pick up the martini glass that's on the ground and fill it with seawater. If you now use the water on the still, this will distil the water (remove the salt from it). Pick up the crowbar and the bottle from the sea, then go left and into the jungle. Take the left path at the fork and follow it until you reach a tree with a bag hanging from its branch. Use the bottle on the tree trunk then use the broken bottle on the bag. Pick up its contents (a packet of instant cracker mix), look at it then use it with the water in the martini glass to make two more crackers. Go back the way you came until you reach the fork. Follow the other path and you should reach a pond (by the way - try wandering further until you come across a call box - use it, just for a laugh).

Remove the rope from the box, then open it using the crowbar. Take the dynamite, then use the crowbar with the rope to form a makeshift grappling hook. Follow the directions that the parrot gave you, then give the parrot another cracker and follow his directions. At the next point, give the parrot your last cracker and the directions will take you to a big X. Use the shovel on it then use the match on the dynamite. Then use the lighted dynamite on the hole. Once it has been blown open, enter the chamber and use the grappling hook on the frayed metal bars that are round the hole.

Now you're in darkness, click on the USE button then scan the screen for a light switch. You will now meet LeChuck! Talk to him for a bit, and he will begin stabbing a voodoo doll of Guybrush, then transport you

Continued overleaf



Booty Island, home of your long-lost Elaine, and a huge plant manufacturing children's footwear.

to a different part of the complex. Walk around and have a look at various rooms (LeChuck will keep looking for you, zapping you from time to time). When you find a room with lots of boxes, open the nearest ones and take a balloon, a doll and a bottle of root beer.

When you find the First Aid room, examine your Dad's remains and take his skull. Put it and the Kewpie doll into the Juju bag, thus making the beginnings of a voodoo doll of LeChuck (the "One from the dead" in this case is the skull). Go to the right of the screen, open the medical drawer and take the syringe, then open the bin to the right and take the gloves. Now go and find the room with the helium tank and use the balloon and both surgical gloves on it.

Pull the coin return on the grog machine and a coin will roll onto the floor. When LeChuck comes in, he will pick up the coin. At this moment, try to pick up LeChuck and you will rip off his underwear ("One from the thread"). Give him the handkerchief and he will blow his nose ("One from the body").

After he zaps you, make your way to the service elevator, press the button and get in. (The lift will only carry 900 pounds in weight, but luckily the helium filled things in your inventory make you lighter.) Wait until LeChuck arrives before pulling the lever, then the doors will close and trap a bit of his beard.

When the lift stops, pick up the beard and exit the lift to see a familiar scene to original *Monkey Island* adventurers. Put the other three relevant bits in the bag, then Guybrush will make a voodoo doll of LeChuck. Go back down in the lift, use the lever again, and exit it. Wait for LeChuck to arrive and then use the hypodermic needle on the new voodoo doll.

Now, the end is near, but we're going to leave the rest to you. Remember, whichever way you turn you'll always come to the ending, and WHAT an ending…

Populous 2

The Amiga enjoys a large number of God-games, and along with Mega-Lo-Mania this is one of the best. Read these hints and tips to help to achieve ultimate omnipotence…



A thriving metropolis, with busy people rushing about. Little do they know a tidal wave is about to hit…

General hints

- **If unable to raise land, then use Batholiths (when available) to make some new land. Don't use Computer Assistance, since this is next to useless! If this restriction also applies to the enemy, then use Whirlpools to remove his land. Any effect is useful, but look out for when you later want to move in for the kill, since any effects left hanging around will affect your men.**
- **If you can't lower land, use a well-placed whirlwind or whirlpool can reduce the ground. Once again, use any effects to destroy enemy land if he's suffering from this restriction – but watch out for when you want to move in later on.**
- **If you can neither raise nor lower land, then simply use your Papal Magnet to centre on the enemy targets.**
- **At the start of the game, both sides have a large and hefty population and will have quite a bit of energy available to them. Use this to carry out a mass destruction (using for example Storm or Fire Rain) on the enemy's population.**
- **If your population is spread out to start with, then try and get them together. This makes it easier to elect a strong leader and protect your clan. However, if your population is mixed up with that of the enemy, use the Fight and Settle option.**
- **Here's a tip for those of you with weaker characters. Try using the following for extra help: FJECVTSUNTGJVAZV.**

THOSE LEVEL CODES IN FULL

Level	Code	Level	Code	Level	Code	Level	Code	Level	Code	Level	Code	Level	Code	Level	Code
20	NGAF	184	PIMOAT	302	FEUBAF	434	ERVEAD	548	ADMN	656	QUAF	780	UBGHAD	900	OMUBAG
26	UXCCAF	190	JIERAF	305	SUHOAK	435	TTALAG	554	ALOOAG	662	MMCCAF	786	TUUPAB	905	AMAMAC
32	LDOMAD	195	ACUH	309	CCUPAF	441	NENEAD	560	PEITAG	668	DDOMAD	790	MMMNAC	911	LEVEAT
36	ADUHAK	201	AMJIAG	315	LYINAD	446	JIIIAT	566	IIADAC	674	ABEGAB	796	DDOO	915	NEABAB
42	ALJIAC	202	UMQU	320	DONEAG	452	OMAKAF	572	INTTAT	676	ADNEAF	800	LDQUAB	920	VEJIAK
48	PEHE	208	QUSOAG	324	OMAC	458	UMNGAC	573	LLAKAC	678	AFJIAC	806	AFDOAT	925	WILYAT
54	IIDDAF	211	NESIAF	326	OOOPAK	463	LEETAG	574	JIPIAK	684	MEHE	810	ALUM	931	HOUMAF
60	INUNAD	214	MMFEAK	332	UBSIAC	464	QUHO	575	THUMAG	690	ERDDAF	815	UHAFAK	937	UXTIAD
66	LOISAB	220	DDLLAB	338	TUAF	468	NGUPAB	576	DOLL	696	PIUNAD	821	CCCCAB	943	UHATAB
70	OOOMAC	224	LDAGAD	344	VECCAF	474	UXINAT	580	OMAGAC	699	LYLOAC	828	INMNAB	945	SUUPAF
75	EMAAG	228	ADERAK	350	GHOMAD	479	SONEAC	586	UMMMAT	700	INCCAK	831	THUG	950	IIALAB
90	UXII	234	ALAAAC	354	ABUHAK	485	OWOP	592	QUOWAF	701	LLAGAT	833	AAEGAF	955	LYOOAK
96	LDAKAG	235	UNNEAK	360	ATJIAC	491	UNSIAG	598	MMEGAD	702	JIISAB	835	ACNEAB	960	DOAC
108	MEOMAB	241	SUABAK	363	UNITAB	497	SUAFAK	604	DDACAB	705	AAER	840	OPITAK	965	AKDOAD
114	ERNEAT	244	EGUX	369	SUADAT	502	IIHOAT	610	ABTTAG	711	AGAAAD	845	HETU	970	UMDOAD
120	PIABAF	249	NEIIAK	375	MNTTAK	503	MNCCAB	616	ATLOAK	713	AMOOAC	850	TUFEAK	975	CETIAC
131	ACFEAG	251	LYLY	381	LLLOAC	504	PIATAK	617	UXNGAG	724	NGSUAD	855	SIUNAT	980	NGCCAF
136	OPUMAB	260	OMLOAF	387	ACER	505	NEISAG	620	MEUBAF	730	UXDOAB	860	DDAGAD	985	TIERAB
141	HEAGAF	263	AGISAK	393	AMAAAG	511	THAMAK	625	SUATAB	736	LDLEAT	864	LDETAK	990	GHUGAK
147	NEMMAC	268	UBMMAT	399	LEQUAD	517	AKNEAB	629	CCERAC	742	AFTHAK	870	AFAAAC	992	LDNEAB
149	ITIMAT	274	TUOWAF	402	TUWOAC	518	OOEMAK	635	LY	748	MEUGAC	875	UNWIAF	994	ABNEAF
155	IMALAF	280	VEEGAD	408	VEII	524	UBUXAB	636	INEGAC	750	FENEAT	880	PEUX	995	HOEM
161	MONEAC	285	WISUAG	414	GHAKAG	530	TUUXAT	642	LOAC	755	TTUHAC	885	CCIIAK	The final	
167	WOOP	291	MODOAK	417	MOLLAK	536	VEPIAF	644	OMOPAK	765	LLOPAB	890	ISTTAT	level: quite a	
173	UPSIAG	295	WOUMAF	423	WOUBAK	540	DDLOAG	650	UMSIAC	771	ACPIAT	894	JILL	battle!	
179	TTAFAK	301	UPTIAD	433	SUOWAB	542	GHAGAD	653	HELEAB	775	AGLO	896	DOLOAF	999	WOITAB

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Lemmings

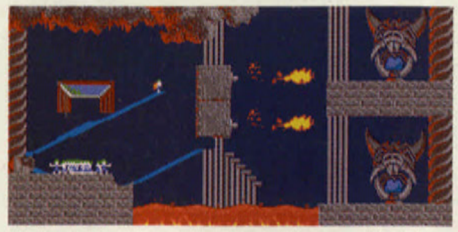
Ah, the old ones are the old ones, but they are also the best ones. With the sequel Lemmings 2: The Tribes in the pipeline, here's the level codes for the original...

Fun Level
01 - No code
02 - IJJLDNCCCN
03 - NJLDLCADCY
04 - HLLHCIOECU
05 - LDLCAJNFCK
06 - DLCIJNLGCT
07 - LCANLLDHCO
08 - CINNLDLICJ
09 - CEKHMDLJCO
10 - MJHMDLCKCW
11 - NHMLHCALCT
12 - JOLHCMOMCV
13 - MDLCAJLNCR
14 - ELCIJNMOCN
15 - LCENLMDPCL
16 - CINLMDLQCO
17 - CAJHLFLBDT
18 - KJHNGLBCDQ
19 - NJNNHCCDDT
20 - HLFLCNNEDW
21 - LFLCCJLFDN
22 - NHCKKONGDQ
23 - LCCNMLFHDU
24 - CINLLGLIDL
25 - CCKHMGHJDM
26 - IJHOOHCKDM
27 - NKMFLCALDV
28 - HOOHCIOMDT
29 - OOHCGJLNDR
30 - GLCMJMMODT

Tricky Level
01 - HCGOLONPDX
02 - CMOLMGLQDJ
03 - CCJJLDMBEX
04 - IKHLDMCCEN
05 - OHNLIBADEP
06 - IDLMCIOEEU
07 - LDMCCJNFEP
08 - EMCIJMLGEW
09 - MCEOLLDHEW
10 - CMNLLEMIEP
11 - CEKKOLIJEK
12 - IKHMEMCKEX
13 - OJOLICCLEN
14 - HMDMCIOMEM
15 - MDMCGJMNEL
16 - LMBIJOOOEJ
17 - KCCOMMLPEU
18 - CKNLMDMQEV
19 - CCKHNNKBFR
20 - IJJLGMCCFS
21 - OHLFMCADFN
22 - ILFMCKOEFJ
23 - LFMCEJMFFT
24 - GICKKOLGFK
25 - MCGNMLFHFL
26 - BKOMNFIIFO
27 - CAJJMGMJFS
28 - KKKOOICKFV
29 - OHMFMCALFW
30 - HMGMCMOMFU

Taxing Level
01 - MFMCGKLNFO
02 - GMCOKLMOFY
03 - MCANMMFPFO
04 - CINOMGMQFK
05 - GEKKNMJBGJ
06 - KJILDLGCGU
07 - NHNLJGCDGY
08 - ILDLGMOEGN
09 - LDLGCJOFGV
10 - ENGIJNLGGO
11 - LGANOLDHGJ
12 - GKNOLDLIGU
13 - GAJIMMHJGX
14 - OKHMDNGKGT
15 - OIMELGALGK
16 - HMDLGKOMGT
17 - MELGCKLNGN
18 - DLGIJOMOGV
19 - LGENMMDPGU
20 - GKNNOLHQGS
21 - GGKHNNHBHY
22 - KJJLFNGCHK
23 - NJLGNGADHW
24 - KNOHGOOEHL
25 - LFNGCJNFHJ
26 - GNGIJLLGHP
27 - HFANLLFHHU
28 - FINLLFHIHN
29 - FAJHMFHJHP
30 - IJHMFHFKHG

Mayhem Level
01 - NJMNLFELHX
02 - HMFJFINMHQ
03 - MFHFAJLNHX



We haven't got enough space to show you how to get through this level, but when all else fails cheat.

04 - FHFIJLMOHQ
05 - HFANLMFPHN
06 - FINLMFHQHW
07 - FAJHLDIBIW
08 - IJHLDIFCIP
09 - NHLDIFADIN
10 - HLDIFINEIV
11 - LDIFAJLFIO
12 - DIFIJLLGIX
13 - MGCNNLEHIO
14 - FINLLDIIIN
15 - FAJHMDIJIP
16 - IJHMEMGKIO
17 - NHMDIFALIV
18 - HMDIFINMIO
19 - MDIFAJLNIX
20 - DIFIJLMOIQ
21 - IFANLMDPIN
22 - FINLMDIQIW
23 - FAJHLFIBJJ
24 - IJHLFIFCJS
25 - NHLFIFADJP
26 - HLFIFINEJY
27 - LFIFAJLFJR
28 - FIFIJLLGJK
29 - IFANLLFHKX
30 - FINLLFIIJQ

MiG-29M Super Fulcrum

Flight sims don't lend themselves to hot tips, we get hardly any here at GameBusters. The exception is MiG-29M – here's the man with the tips John Kavanagh of Domark...

- When you're out dogfighting, turn off the cockpit display and use the Head Up Display (HUD) instead. This enables you to see more of the outside world, so it's easier to see your enemies as well.
- Close up on enemy aircraft before launching a missile. Even if you don't hit it head on, the explosion will damage the enemy plane anyway.
- Save your position often.
- To slightly adjust your horizontal position, don't bank, but use your rudder.
- When you destroy a base, remember to destroy all bridges and other access routes as well – otherwise the tanks will come and take the base back again.

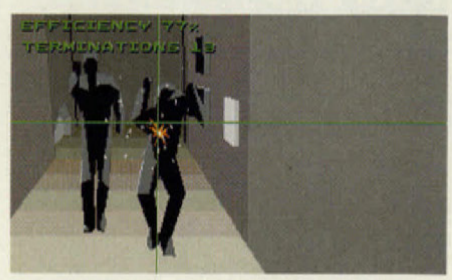


Bally heck! A MiG simulator... seems that the end of the Cold War has even had an effect on the Amiga...

Robocop 3

The film of the game still has not appeared on the silver screen, but this small cheat should keep you busy until it does. This cheat is for a huge amount of lives – infinite, in fact.

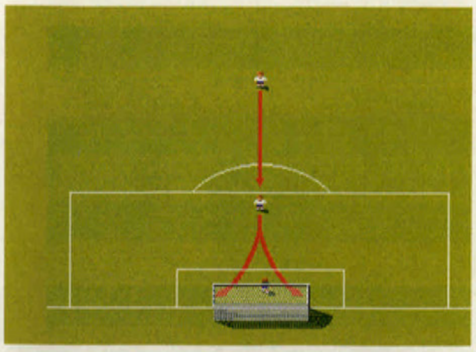
At the start of each section, type in THE DIDY MEN (with spaces). This gives Robocop infinite efficiency, but it must be repeated at the start of every section.



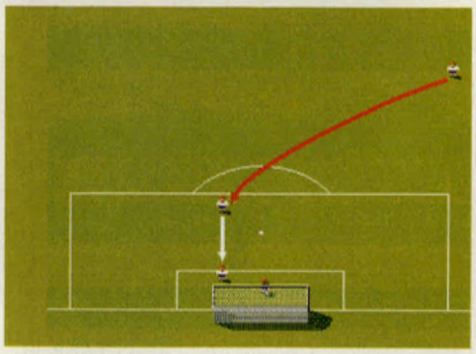
These men are far from DIDY, but they are pretty tough unless you shoot them very quickly.

The best games ever!

Sensible Soccer



A great tip for scoring goals: run like hell towards the goal, yelling like crazy so the goalie stands transfixed on his line, then bend the ball past him...



Long-hoisted diagonals into the area can be met by Lineker-style slides into the six-yard area... or a diving header if you're one of those soccer nutters...

This is either the best or the second best footie game, depending on your personal taste. Here's Jon Hare of Sensible Software with some handy tips...

- **When you're taking a goalkick, always wait until the opposing striker has moved away from your goalie.**
- **When attacking, try to look out for any fumbles made by the goalie – especially when playing naff teams.**
- **Headers too close to the goal will nearly always hit the bar or go over.**
- **At all times get to the ball and kick it as soon as possible. Remember: a diving sliding player is always faster than a running player.**
- **Use 'View Oppo' on the tactics screen, and mark up on the opposition's start players.**
- **Do not try to put outfield players in goal (unless you want to lose).**
- **Passing the ball around outside the opponent's area draws the defenders out making space to get in a shot.**
- **Choose Defend from the subs bench when in the lead with only a few minutes left.**
- **Choose Attack when time is running out and you desperately need a win.**
- **It's virtually impossible to dummy a computer player – try it!**

Speedball 2

Acclaimed as one of the most competitive two-player games ever, this one. Having trouble playing it? Look no further than, er, the next few lines...

Playing the Match

- In order to pull a decent lead, it's a good idea to go straight for the score multiplier. However, take care when playing against intelligent teams, because they will try to muscle in and use the multiplier themselves. The best bet is to hurl the ball through the multiplier and stand by the scoop continually punching. That way you'll knock out anyone who walks close or throw the ball back if anyone tries to cancel out your multiples. If in doubt, GET THE BALL AWAY QUICKLY!
- If you're confident with both your speed and aiming, go for the Electrobounce. This is particularly useful when you have the multiplier in your favour. Get the bounce and fire directly at the goal, since the ball will fly straight past the keeper. If there is a defender in the way though, try to dodge him (unless you have a multiplier, in which case the ball will tackle him anyway).
- One of the best ways to get a high score (particularly with higher teams) is to go for the stars. Try to complete the line whenever it's possible to ensure a score that can't be cancelled – it may be enough to sneak the lead!
- Money is very important, so collect as much as possible at all times. Keep going for it until the supply for that match runs out, then you can increase your team stats by a significant amount.
- If you're a bit tight for time, and a draw looks imminent, fling the ball at the bounce domes when you can, this scores points that can't be cancelled out (like stars) which could swing the balance in the dying seconds of a match.
- Don't move your goalie unless it's vital. He will be in a good position to block until he's closest to the ball. Then thunder out to meet it and throw it as hard as you can up-field.

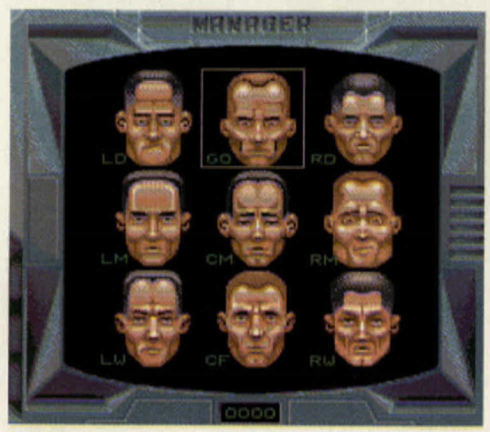
TOKENS

The best tokens to go for are:

FREEZE: these stop the opponents moving, thus giving you an easy scoring opportunity.
SHIELD: so that you can charge downfield and score without getting decked by the opposition.
TRANSPORT BALL: saves all that clever tackling and dodging!
BOOST STATS: this gives your team a nice healthy (as well as cheap) rating increase.

Unless you are very sure of your abilities, don't go for the Manic token. This boosts both teams' stats for about 10 seconds and usually works to the computer's advantage rather than your own.

One good (even though it's a little bit sneaky) move is to wait until your opponent has electrified the ball, then use the Grab token to snatch possession!



In the future, identification parades will all take place via computer – I reckon all these look guilty myself...

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The best games ever!

Mega-Lo-Mania

The third Sensible Software game to make these pages, Mega-Lo-Mania is one of the top god-games. Here are some tips for the first three Epochs, from the programmers...

Epoch 1

ALOHA



BAZOOKA



CILLA



Epoch 2

DRACULA



ETCETRA



KEY	
✖	BEST STARTING SECTOR
GATHERABLES	**RED**
Rock	R
Slate	S
Bones	B
Wood	W
OPEN CAST MINE	**YELLOW**
Solarium	So
Bethlium	Be
Moonlite	M
Planetarium	P
PIT MINE	**BLUE**
Herbirite	H
Parasite	Pa
Valium	V
Yeridium	Y
Araldite	A
Aquarium	Aq
Onion	O
Tedium	T
Paladium	Pd

GAZZA



Epoch 3

FORMICA



HERNIA



IBIZA



● Study the maps to find the sector with the best elements for the inventions you wish to make this time, then make it your starting sector.

● If you invent something and the designer says, 'Ergonomically Terrific', it means that this is the perfect way to design it and reduces the design time by half. Note down the sector that it was in and look under Blueprints for the design, where you will see a hand shaping an OK symbol. You should note down its components. If you see a sector later in the game with the same elements, you will know that this item can be churned out in next to no time.

● Sectors with a lot of gatherable elements enable you to quickly produce weapons for a fast surprise attack. However, sectors with mostly gatherable elements are not as desirable if the game has gone on to the later stages, in which case you should try to find a sector with more sophisticated elements.

● Whenever you mine a new seam it's best to check the Design menu first in case a new design has become available. If a seam has been totally used up, making a design impossible to produce, bin the design on the Blueprints menu. You may still be able to produce it with the elements you have left.

● Don't be too disheartened if designs aren't available to you straightaway. If you want, for example, an army weapon, but you only have shields and building weapons, these may shift you up a tech-level, which will make another element available to you. This may lead to the design you require.

● Try to produce designs that are either quick to make immediately or can be manufactured speedily, try making as much as possible before you start mining, since inventions made from gatherables save time and man-power.

● Always wait until clocks have fully ticked away before changing the factory over to production of a new object. Likewise always think twice when designing, since aborting a design when you are half way through it wastes time.

● Keep an eye on what elements are in the various sectors, because this can give you clues to what the enemy are likely to arm themselves with. And also keep your assignments of men balanced to keep up efficiency. You should only throw all your men into one task in an extreme emergency.

● If you do have time on your side, then do try to leave as many men in the tower as possible so that they reproduce. Men are your currency, so look after your assets! Being attacked with time on your side allows you to defend by designing shields only using gatherable elements.

● Although it's a bad idea to send unarmed men to attack buildings, it is sometimes worth sending a couple of martyrs in to see what kind of armies the enemy have hidden away. Also, keep an eye on the map to see what the enemies are up to.

● If you start next to an opponent, try and ally with him right away, this will stop him from attacking you. It's also an idea to try and ally with an aggressor if you're just about done for. After all, you have nothing left to lose!

USEFUL ELEMENTS FOR DESIGNS

Rocks, Wood, Bones:
Rock Weapon
Catapult
Spear
Bow and Arrow
Crossbow

Aquarium, Paladium:
Giant Catapult

Valium, Parasite:
Bow and Arrow
Boiling Oil
Musket

Herbirite, Yeridium:
Longbow
Giant Catapult

Slate, Moonlite, Planetarium:
Pike
Longbow
Giant Catapult
Stick Weapon
Spear
Musket

Bethlium, Solarium, Araldite:
Catapult
Pike
Longbow
Cannon
Boiling Oil
Crossbow

The best games ever!

Stunt Car Racer

Geoff Crammond, before going on to produce Formula 1 Grand Prix, programmed this unusual racing game. Here are some hints so you can avoid crashing too heavily...

Little Ramp

When you take the first corner, take it at full belt and tackle the ramp at about 150mph. OK, this might sound a little bit aggressive, but it does work – and it's great fun!

Humpback

Accelerate around to the hump, so that you reach 200 mph by the time you are half way up. At this speed you should manage to have a fair jump and landing.

On the other ramps, either keep below 130mph or above 180mph. Anything between these speeds will result in hefty damage. The rest of the track should be taken at about 170mph.

Big ramp

Take the first two small ramps at 170mph, then get up to 210mph for the main ramp. The rest of the course should be a doddle.

Stepping Stones

Head down the starting straight at 110mph and take the second gap at 100mph. When you get to the steps, push up to 140mph and nudge the speed up if it falls below 110mph.

High Jump

Get up to about 210mph from the start to clear the jump and keep under 200mph for the small jump.

You can tackle the slanted road in one of two ways – either keep at the top and keep the speed up, or give the car a slight nudge to the right every now and then. If you do manage to slip off the side of the road simply push the fire-button as well as pushing forward and right instantly.

Roller Coaster

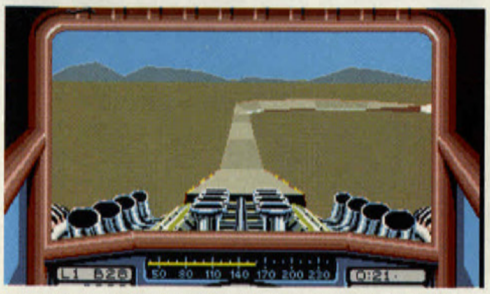
Keep your speed under 110mph on the first hill that you come to and you should take the bumps fairly easily. Remember – don't push too hard!

Ski Jump

Keep the speedo just below 100mph when you go up the first hill and on the second keep to around 140 mph, slowing down after the jump. For the big jump, get up to 220mph, but if you can't manage it just crawl around and you'll live.

Drawbridge

When you're at the drawbridge, put the pedal to the metal when the bridge has gone down about halfway.



Look slightly different to F1GP? Yep, and it plays differently too... but it's still easy to fly off the track...

Tackle all the hills for the next ramp at 140 mph, then on the bumpy section head down the middle of the track at 170mph. Lastly, get up to top speed for the downhill jump.

General hints

If you get stuck in a hole, drive slowly to the wall and accelerate with boost. You should hit the track or drive off the edge minimising the damage.

At the beginning of a race, accelerate and pull left to block off the other driver – you may even manage to run him off the track.



Zool, in his irrespressible fight for a large Polo, smashes his way through a whole load of Smarties...

What kind of Zool am I?

So many of you have written in with the cheat mode for Zool, we seriously wonder if anyone out there doesn't know it. Anyway, here it is, along with some useful hints...

Cheat

On the title screen, type goldfish. This screen will flicker blue for a moment, and then you can press the following keys to move around the game...

F1-F6	Warp to levels one-to-six respectively
F7	Gives you one life on the bonus shoot-em-up level
F8-F10	For normal game with no restart points
1	Invincibility
2	Warp to next section
3	Warp to next level
4	Commit suicide
5	Warp to level 6.1

Tips for vanquishing the end-of-level enemies:

- **Sweet World – The Hum Bugger:** stay to the far left, and keep jumping and shooting. Repeat this until the Bugger dies
- **Music World – Jimmie's Killer Guitar:** Stay to the far left, jumping on the strummers while dodging the guitar and the electric guitar bolts. When his eye opens, shoot it. Do this repeatedly until he dies.
- **Fruit World – Banana and Alarm Clock:** go to the top of the slope and shoot the Alarm Clock once. This will make the banana move towards you. Go to the top of the slope until the screen locks, and keep shooting the banana in the eye. There is no way to kill the alarm clock, but don't worry – you only need to kill the banana to get through
- **Tool World – Driller Killer:** when the Killer flies up, run underneath him. When he lands, jump and shoot him between the eyes. Do this as many times as it takes to kill him, but watch out for the floor!
- **Toy World – Maxie the Robot:** as Maxie opens the panel in his body, shoot the opened panel. Try to run underneath him, while dodging the laser bolts. Repeat this until he dies.
- **Funfair World – the Unmentionable Indescribable Two-Eyed Thing:** jump from the turret to the middle block, and then to the one on the left, keep on firing, while dodging his arrows and sticks until he dies in a splash of orange blood. The rest is up to you...

Other useful tips:

- If you have an auto-fire joystick (such as the Zipstik), it's a good idea to use the autofire when facing the end-of-level enemies.

  Punch as many walls as you can, because they will usually reveal bonuses for Zool to collect.
- The secret shoot-em-up is located on level 2.1. Simply run to the right, drop down, jump up the platforms until you're level with the floor, then jump into space.
- In Music World, find a notepad, step on the black button, and play the notes on the keyboard to find a secret room. The secret room is brown, yellow, red, orange and blue. An extra life is brown, orange, green and blue. On the second keyboard red, yellow, light blue, dark blue will take you to the exit.
- To use the arcade machine on level 6.3, the basic tactic is to keep jumping on the fire-button until the on-screen Zool comes across some spikes, in which case you should jump on to the Jump button. There are four or five lives at the end.

The best games ever!

Rainbow Islands

The original cutesy platformer, which just so happens to be one of **Amiga Format**'s all-time favourite games. Here are some tips and cheats from the programmers…

Getting the diamonds

You can blast baddies until you're blue-indigo-violet-whatever in the face, but the key to the game is collecting diamonds. Seems a bit obvious? Well, the real trick is collecting them in the right order – red first and violet last – because this reveals a secret room at the end of each island. So what are the best methods for doing that?

There are two basic ways of turning creatures into diamonds: killing them by crumbling a rainbow near them or destroying them with magic stars. However, you also have to make the diamond land on the correct part of the screen, which is split into seven imaginary strips – the red falling in the left-most one and so on until violet in the right-most one. The baddies spin in the same direction as they were moving when they were killed and if they fall to far out of view off the bottom of the screen, they disappear altogether.

It's important to remember that bad guys don't have to be underneath a rainbow when it's broken, just near enough to it. This is very valuable, because you can shoot rainbows underneath things without alerting them to your presence or risking getting shot. With things that can't fly or shoot on the first couple of levels, it's easy to trap them under a rainbow and stomp on them with ease.

The seven bosses and secret rooms



Wow! Is that a Nike Air Jordan and one of Liz Taylor's wedding rings? Or just two huge end-of-level bonuses?

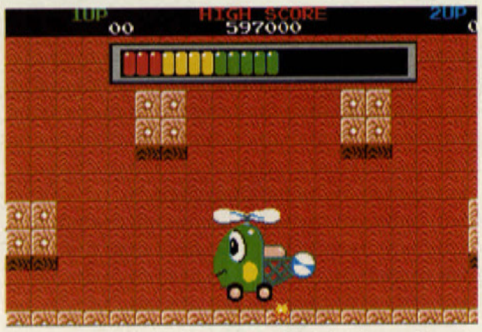
By revealing the secret room, you can avoid having to kill the boss on each island. You can try to jump straight into the door or kill off the boss and then go in, thereby getting more bonus points – but don't get killed or the door disappears.

Insect Island

You should not have too much trouble killing the spider without losing a life, and in the secret room you will find speed-up boots – which, like all the other powers in the rooms, you will have even after losing a life or credit.

Combat Island

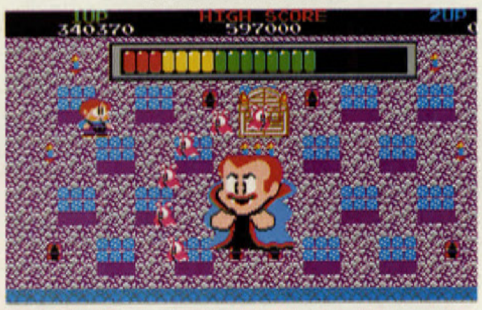
Once again here it's really worth going in for the kill



Oops, a low-flying helicopter, and Bub has just suffered a touch of the Mike Smith syndrome...

on the helicopter as well as going through the door, behind which you will find yourself permanent double rainbows.

Monster Island



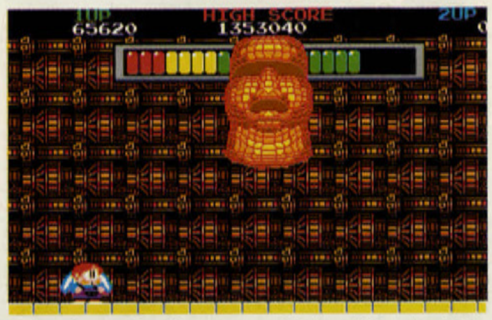
Dracula is the phantom flasher, but when he opens his dirty mac he has more than the usual surprise in store.

Dracula is definitely one of the toughest bosses to get past and is welll worth avoiding if you think you might die, particularly because the bonus room is permanent fast rainbows. Just do a straight leap up the middle of the screen and quickly get in the door before Dracula even appears.

Toy Island

The jack-in-the-box who whirls around the screen is also worth giving a miss. Once again you can just leap into the door before he appears and get the wings that await. These are important because the next island has a lot of areas with few platforms, where flying up is very useful.

Doh Island



Doh, a deer, a female... oops, no! Doh an interplanetary hypergalactic end-of-level nasty...

Our old friend Doh is a doddle if you have the wings – just float next to him and pile the rainbows in. You can do it before he even gets a shot off! It's another important room to get into because it gives you a continue option for the last two islands – without it you would not be able to use remaining credits. There is also a warp to level seven option, but that deprives you of an important bonus on level six.

Robot Island

Another tough boss because of the lack of platforms, but if you learn his pattern it isn't too bad. Trouble is, after getting this far, do you really want to take the risk? No, me neither. Behind the door is a very useful fairy, who makes surviving the last island and getting the diamonds a lot easier.

LEVEL CODES

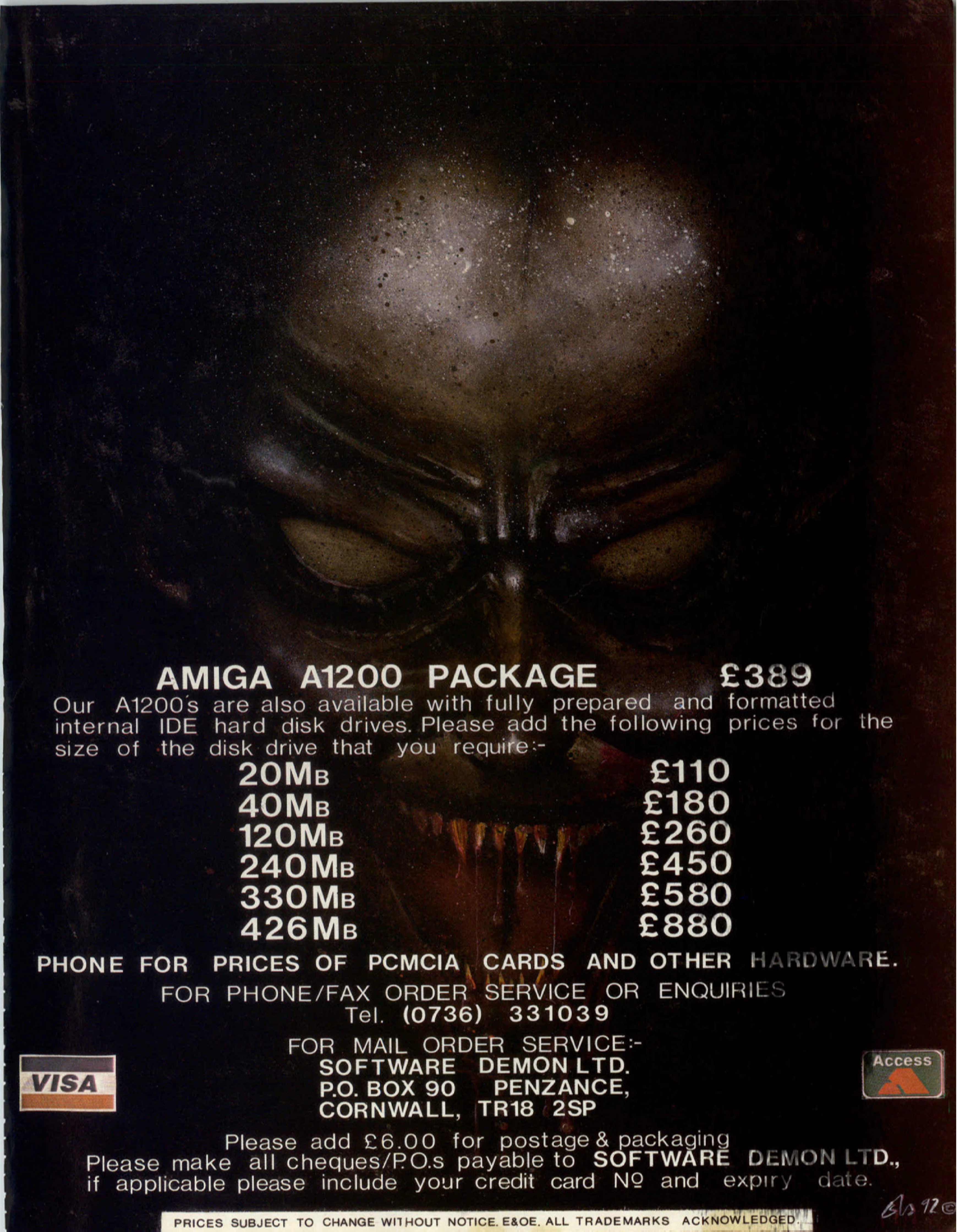
At the top of each secret room you will find a row of eight symbols. They correspond to letters which, when typed into the intro screen that features the colour-cycling rainbow colours, will give you a special bonus for the game.

Hints A and B also pop up during play, but only tell you about collecting diamonds. When you have typed the code in on the rainbow title screen, click up a credit and an icon should appear in the bottom left of the start screen.

For example a red bottle for double rainbows or a yellow bottle for fast rainbows. That is then operable for the rest of the game, but you will have to re-enter a code once all the credits have been used up.

The codes you get from each of the 10 rooms are as follows:

Island 1	BLRBJSBJ	Fast Feet
Island 2	RJSBJSBR	Double Rainbows
Island 3	SSSLLRRS	Fast Rainbows
Island 4	BJBJBJRS	Hint A
Island 5	LJLSLBLS	Hint B
Island 6	SJBLRJSR	Does very little
Island 7	LBSJRLJL	Continue on all rounds
Island 8	RRLLBBJS	Makes all hidden food turn to money
Island 9	RRRRSBSJ	Continue on all rounds and turn all hidden food to money.
Island 10	SRBJSLSB	Gives 100 million point counter stop



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The best games ever!

Eye of the Beholder 2

We've selected the top hints for this top game. If life underground is getting you down, read on...



CREATING A STRONG PARTY

Make sure that your party has a good mix of classes and races, so it can handle all of the challenges encountered. You will need to decide your overall party strategy before making characters. A party should have at least two characters who can fight well, a character who can cast mage spells, and at least one character who can cast clerical healing spells.

Fighters

You have a large choice for the two front rank characters who can fight well. Most races make reasonable



This is Dran, Leader of the Temple of Darkmoon, in his inhuman state. Kill him, and you've completed the game – but take heed, he doesn't die happily...

fighters, but paladin, fighter and ranger class characters fight better than others. Also, some of the NPCs (Non-Player Characters) that you meet in the game can be effective fighters.

Spellcasters

The choice of the spellcasters is also important to the strategy of the party – one character who can cast mage spells is usually enough. Mages must find their higher level spells on scrolls, but the supply of scrolls is limited so don't divide the spells among more than one mage.

It's often useful to have two characters who can cast clerical healing spells, as you must not get caught after a battle without a conscious cleric. A conscious cleric with some 'cure light wounds' spells can heal the same in hours as a party without a conscious cleric could heal in many days.

Party makeup

A good strategy is to create a party of specialists who go up in levels with the fewest number of experience points. This party works as long as the warriors in the front rank never let the spellcasters in the rear rank get into melee.

Specialist Party:
dwarven fighter, human paladin, elven mage and half-elven cleric.

Another strategy is to create a party of all-rounders who are multi-classed characters. This party should always have some character with the appropriate skill for a situation. Such a party needs a much larger number of experience points to get to higher levels.

All-rounder Party:
dwarven fighter/thief, half-elven fighter/cleric, elven fighter/mage, half-elven cleric/mage.

A further strategy is to have a mixed party with specialist warriors in the front rank, and all-rounder spellcasters in the rear rank. This strategy makes sure that the fighters gain levels (and hit points) as quickly as possible, but that the spellcasters will have a wide variety of spells available.

Mixed Party:
dwarven fighter, human paladin, half-elven cleric/mage, human cleric.

GENERAL HINTS

When one of the monsters approaches, try to make sure that your fighters in the front rank have weapons in their primary hand. When you're comfortable enough fighting with the front-rank characters, try using your rear-rank characters to throw weapons and spells at the monsters.

Note all buttons and levers

Some of the puzzles are activated in one part of the dungeon, yet they affect another part further away. Record the position of any button or lever which has no obvious function. If you can't get through an area, go back and change them one at a time in case they have an effect.

Look for writing on the wall

If an area seems impassable, look for writing on the walls. Often writing may only be read if your party includes a member of the specific race.

Look for hidden buttons

Always check the walls for secret and hidden buttons and bricks. Moving sideways down a wall will often make hidden buttons easy to spot.

Save the game

As with all computer adventures, remember to save the game if you think anything nasty is about to happen, and also save it at the beginning of each level. If a puzzle is very tricky, save, then try different solutions.

When all else fails

The party doesn't have to open every door, fight every monster and obtain every item to win the game. Mark down any areas which the party bypasses, then if your party gets stumped later on, come back and try again.

TYPICAL CHARACTERS

FLYING SNAKE



This dangerous reptile is incredibly agile. Instead of slithering, it hovers in mid-air while using its tails and body coils to hit victims.

MANTIS WARRIOR



Carnivorous insect man, armed with a unique sharp-edged pole arm. Resembles a human-sized praying mantis.

MARGOYLE



Typically found in ruins or dwelling in underground caverns, a Margoyle will attack using its claws, teeth and horns.

MIND FLAYER



This horrible beastie is one of the most feared of the inhuman dwellers. Its prey is any sentient being,taking its food from their very minds. How totally disgusting.

SALAMANDER



Thriving in very hot places, the salamander is an intelligent creature who respects the powerful and slays the weak. Steer clear at all costs.

SKELETON WARRIOR



Created by Dran from the bodies of powerful warriors, this is utterly fearless and will not retreat unless turned by a cleric or a paladin.

GIANT SPIDER



Dwelling in various regions, the spider will try to keep down the level of pests, including you, by using its poisonous bites.

GAS SPORE



Often found floating through enclosed corridors, this is a ball of gas that requires one hit point to destroy – from a distance though.

GIANT WASP



Attacking with its powerful jaws and stinger, the giant wasp's buzzing can be heard at a distance – watch out for these blighters because they are very agile.

DRAN DRAGORRE



The individual who is behind the evil Temple Darkmoon – kill him in Human form, and he'll change into a Dragon. Kill him again, and you've won.

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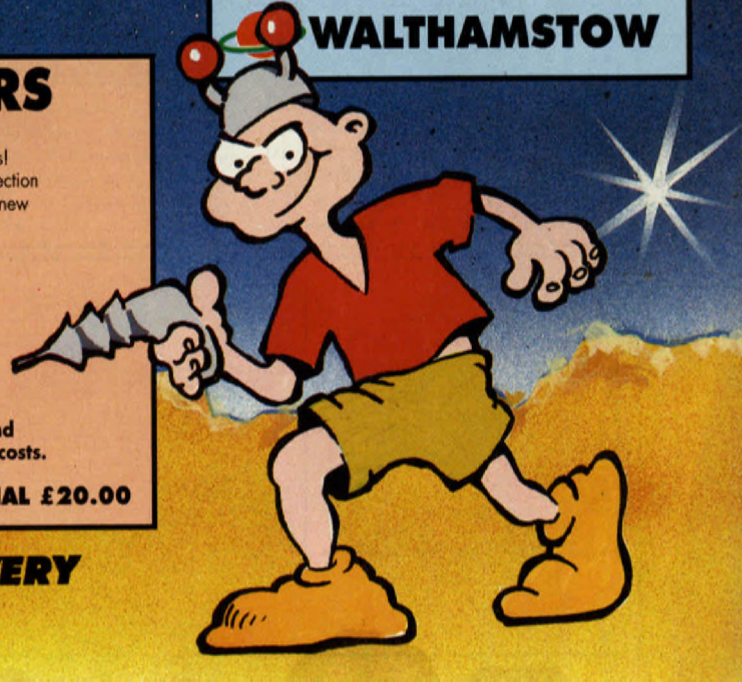
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Project-X

Still considered one of the best shoot-em-ups on the Amiga, Project-X was coded by Team 17, one of the best demo groups around. Here are some hints from them...



Assassin in an aeroplane? No, this is probably the best shoot-em-up ever on the Amiga...



Parallax scrolling backgrounds and copper skies – all trademarks of a Team 17 game. Read on for tips...

- Always select the big, slow ship. Although it is quite slow it can pack a hard punch, and starts off with enough weaponry to ensure your ship soon becomes able to deal with stronger enemies.
- Don't use speed power-ups on the big ship until you've nearly powered up your craft completely, otherwise the inertia is unbearable.
- Power up your plasma as soon as possible – you can power it up to eight times. Once it's powered up five times it becomes very effective. Don't be tempted by the laser or magma weapons, they aren't as good for general blasting.
- Pack as many homing missiles on as you can, up to a maximum of four. These are effective when there's lots of enemies on screen.
- Power up the build-up weapon, and press A on the keyboard. This enables you to hold the fire-button down and build up a massive laser, which is useful against end-of-level nasties. For example, the nasty on the first level can be destroyed with just one shot. Go back to autofire by pressing A.
- Always play in arcade mode if you want to progress further than level two!
- Always keep your craft in the middle of the screen, towards the left-hand side. This way you will be well aware of things approaching you.
- Don't be greedy! There are more than enough power-ups available.
- When killed, your weapon strengths decrease by 25 per cent, so if you collect two homing missiles you will be left with one. Try to do two power-ups at once.
- It pays to dodge some adversaries rather than fight to destroy them all.

Railroad Tycoon

From MicroProse, purveyors of fine simulations for the Amiga, Railroad Tycoon puts you in charge of a small-time railroad, and you must make it big-time. Here are some hints from the programmers that should stop your outfit ending up like British Rail...

Getting started

Start off by playing the game in an easy mode. This will enable you to get to grips with the control system, and give you a rough idea of gameplay.

It's a good idea to have an idea of where you want to build. You may prefer to begin in the UK, and link up some of your local towns with a single line; for example, Swindon, Bristol and Bath could be linked up relatively easily.

Another good idea is to start small. Don't try to link up distant towns immediately, or you'll soon run out of money.

Your first station

Before you can start to build your first station you must lay down some track. Try if you can to position it near a town or city, but if you go for the latter try to build a large terminal – in later years this will prove to be very profitable.

Of course, now you have one station it's a good idea to add another. After all, your trains have to go somewhere! Extend your line to a nearby town, and build something small such as a depot.

Now it's time to build a locomotive. Your choice is limited depending on the year and the place, but this choice will grow as time goes on. For now, stick with something simple and cheap.

Making money

In the all-important early days of your railway, you must budget carefully. Don't break your bank just to extend your track a few miles. Settle back with a cup of coffee, and wait until the money starts to roll in.

When you have a healthy bank balance, think about expanding. Think small at first, extending your line to the next town along, then build another engine and direct it to the new route. Soon you will have lots of sub-routes going which will all bring in extra cash.

Priority shipments

These can be a real pain, because it can be costly to pull a train off a good route and send it miles away. Try to work out roughly how much you'll make when you complete the shipment, and weigh that against what you'll make if you leave the train on its regular route. Is it really worth it?

Shares and dodgy dealings

These are other ways of making extra cash, but they have their pitfalls. You must judge which companies are on their way up and down, and choose when to buy and sell shares accordingly. Be careful.

Making life difficult

You will find that after a while it is no fun just making obscene amounts of money on the easy levels. You want to add a bit of cut-throat competition, and a few train crashes to make life a bit more difficult.

Now it's time for you to change to a much harder level, and put your railroad-building skills to a real test. Don't expect to make millions immediately, though. Take your time, and build gradually – that's the way to succeed.

CHEATS

Embezzlement

To add $500,000 ill-gotten dollars to your bank balance:

1. **Go to F1 screen**
2. **Hit the $ key (Shift-4)**

Cutting off the competition

When the competition gets to within 10 per cent of controlling your railroad, go to the Realty menu and change from Cut-Throat Competition to Friendly Competition. He'll stop buying your stock, and you can catch up.



The best games ever!

Formula One Grand Prix

No collection of tips could be complete without some hints to help you race round the tracks in F1GP, so here are some of the best ones supplied by the programmer Geoff Crammond...



Follow these handy tips and soon enough you'll be driving so well you'll be wanting to drive in the Indy 500.

Practice sessions

● Experience will probably teach you that the long practice sessions are a good idea. Make an effort to try and use the set-up option – this is an important factor on the more difficult levels. There are fewer cars on the practice tracks so you can get a better feel for your car's performance.

● Adjust one option at a time, starting with your front wing for instance, and see how that affects the performance and handling. The gears are the key to acceleration, so adjust the ratios to give you an advantage over most of the other cars.

● Different set-ups are very useful at some circuits where you may require more downforce on your car, such as Monaco. If you save each set-up, you should never need to alter them again – simply load in a previously saved set-up.

Qualifying

● There are advantages to both long and short qualifying sessions. A five-minute session means everyone is going to try to get in the circuit at once. This way the better drivers may get poor times, because they get stuck behind slow drivers. This could work to your advantage if you use it correctly, but it could just as easily happen to you.

● The longer sessions give everybody a much better chance. The best F1 drivers wait to see how the competition is shaping up, then go out and blow them away. If you do this, don't leave it too late. After a good qualifying run, sit back and watch the other drivers going round – see how they deal with slower cars, handle bends and take chicanes.

● Take it easy coming out of the pits – you can't always see what's coming up behind you, and a qualifying session without one or both wings is pointless.

Choose the right tyres

● Qualifying tyres will definitely survive one lap, and may survive a second. Choose your tyres carefully:
D types – great for races under 20 laps. Any longer and you get too many pitstops.
C types – perfect for slow circuits and long races. You will generally need one pitstop in long races such as Mexico at 100 per cent. Ideal for most drivers.
B and A types – likely to last the whole race, providing you've set up accordingly. This means you may save as much as 25 seconds in a race by not having to pit stop. The advantage will be lost if you have a damaged wing, so you have to pit stop anyway, and no matter how much you scream at the pit crew they will still change your tyres.

If at first you can't succeed...

● If you have two cars, concentrate on one as your main driver. Send him out on a qualifying lap immediately. When you have your lap time, quit back to the pits and take out your other car (with D tyres). Take this car the wrong way around the track, and smash into some Flash Harry speedster. Now go back to the pits, arm the next car with D tyres (to preserve your stock of Q tyres), and go and trash somebody else on their qualifying lap.

● The quicker the turnaround the better, as you may even get a backlog of smashed cars in the same spot – the marshals will often get confused and push cars into one another. This is terrific fun and works best on short qualifying sessions, where there are many cars on the track. Big smash-ups are more likely, the less powerful cars get better grid positions, you have pole, and there are slow drivers between you and the Flash Harries.

And finally, concentrate!

● Playing the game requires a lot of concentration, so take your phone off the hook, lock all your doors, dim the lights and have a steaming cup of coffee to hand before you play.

● If you have a short attention span, play the game on the short easy settings or you'll just get frustrated. On the other hand, if you fancy a challenge try Monaco in the wet, on 100 per cent distance with no driving aids. It ain't easy, but you're guaranteed a good time...

● Also, if you are losing every race you enter (and you don't mind cheating), try the method below to ease your grief.

● When taking part in a non-championship race, drive around until you are on the last lap. When you next come to the pits, drive in and pull up to your pit crew. Wait there until the 'Race Over' message appears, and no matter what position you were in, you will have won the race. This should make the game a bit less frustrating.



Unlike real cars, *F1GP* doesn't enable you to crash – so beating these lap times should be easy...



Remember – you can return to the pits at any time, so use it to your advantage.

THE ONES THAT GOT AWAY...

There follows a list of games which we consider to be some of the best all-time games, but unfortunately there are no decent tips available.

If anyone has got any hints, tips, cheats or maps for them, or indeed any of your favourite games, send them in to Andy Nuttall at the usual *Amiga Format* address, and you could win a brilliant prize.

F-15 Strike Eagle 2
F-19 Stealth Fighter
PGA Tour Golf
Putty

OK, that's it for another month. Next issue Game Busters will be back to normal, with more hints and tips for the latest Amiga games. Byeeeeee...

◆ Discover the



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How the Rating System works

SPEED (marked out of 5) ●●●●●
Tremendously important for both hardware and software: there's nothing more annoying than waiting. A purely intuitive judgement.

DOCUMENTATION (out of 5) ●●●●●
Although there are some packages that are so simple that no manual is needed, complex items benefit hugely from a good explanation.

ACCESSIBILITY (out of 5) ●●●●●
The target for all good software should be powerful but simple: this rating assesses how easy it is to get to grips with the item.

FEATURES (out of 5) ●●●●●
Does it do what you want it to do? How well does it do it? And does it also do lots of other things that you'd never have thought of?

VALUE (out of 5) ●●●●●
A pretty important rating, this one: if a package does everything you could wish for, it's no use to you unless you can afford to buy it.

AMIGA Verdict FORMAT
The Verdict, our at a glance overall rating, is a percentage: it's based on sheer quality, but with price taken into account, so that you know what kind of a deal you get.

Let's get serious!

Less space this month, with all that frivolous Christmas gaming going on, but no less quality. We've some interesting stuff lined up here, from the first of a new generation of graphics software, through an amazingly creative piece of video kit to the word processor that claims to give the best print-out ever. **Neil Jackson** is the man in control...

Hardware



ZAPPO FLOPPY DRIVE

Well, if you can't afford a hard drive, the first expansion you ought to consider is a second floppy disk drive: it makes a world of difference when copying files or disks and on many multi-disk games. Here's a new drive to offer 500, 600 or 1200 owners that extra degree of flexibility and save you lots of time and hassle... Page 212

Education



NODDY'S PLAYTIME

There's plenty of good educational programs around for pre-school and school starters, but what we don't yet have on the Amiga is an array of well thought-out licences that use popular children's characters to give added appeal. Can the charming but somewhat old-fashioned Noddy crack the mould? Page 216

Video



ROCKEY

If you thought a genlock was a clever idea, you ain't seen nothing yet! This amazing device, of a kind never before seen on the Amiga, enables you to mix video images and Amiga pictures in all kinds of new ways for the most astonishing effects... Page 210

Graphics



MORPH PLUS

You've seen the effect everywhere, from the Volvo ad where a car turns into a horse to Terminator 2's transformation of a shiny robot into a human being. Morphing – changing one image into another – is set to be the computer graphics technique of the Nineties, and it's now about to hit the Amiga in a big way with the top names in Amiga productivity behind it. Before GVP's *CineMorph* arrives, ASDG's morphing package sets the standards for others to follow... Page 219

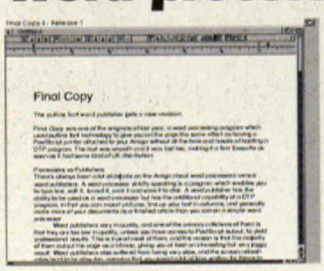
Hardware



ZAPPO HARD DRIVE

The difference a hard drive makes to your Amiga is quite remarkable – if you haven't got one, you really ought to be thinking about it. Zappo introduce a new low-cost hard drive for A500 owners: let's see how it performs under pressure... Page 212

Word processing



FINAL COPY 2

Last month we reviewed *Wordworth 2*, now the best word processor that includes graphics and has layout features. It has only one challenger in this new arrival from the States, which comes with a reputation for top-notch print-outs using structured fonts. But can it beat *Wordworth's* 91 per cent rating? Page 222

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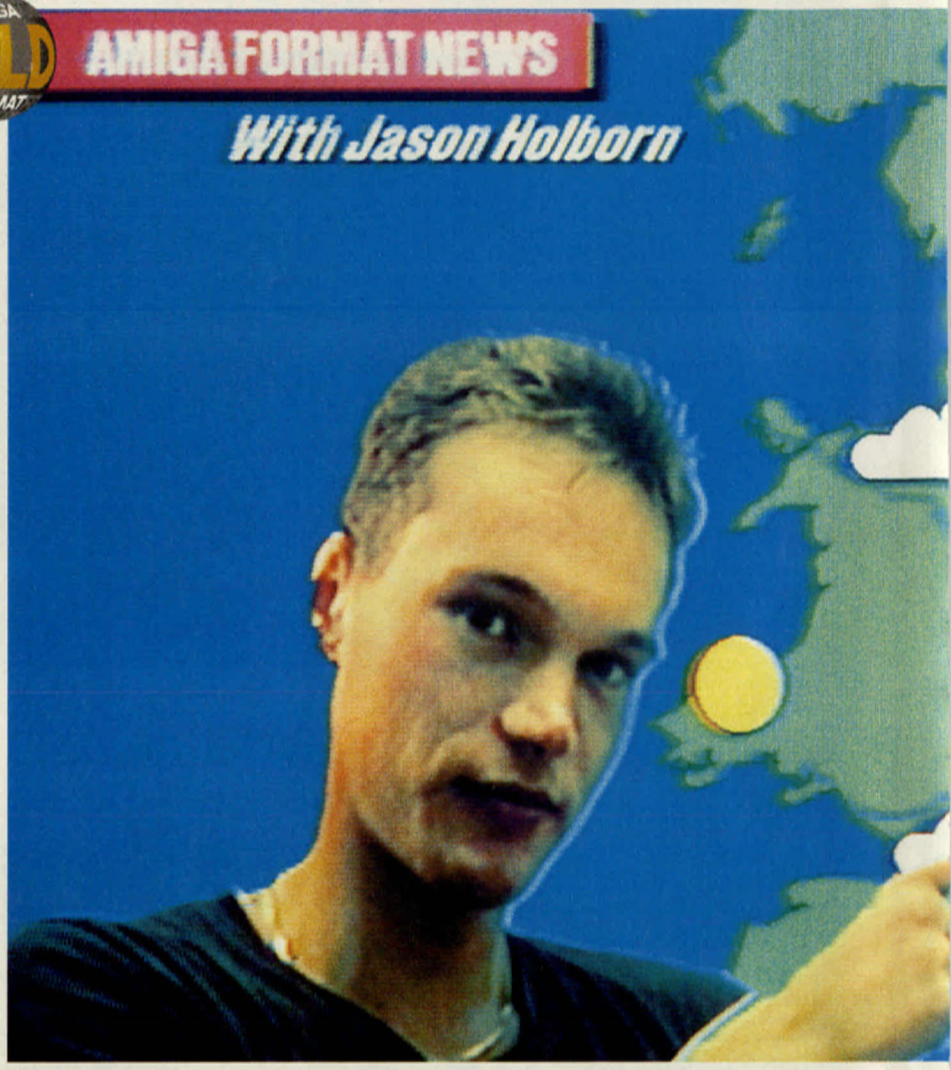
ZYDEC GOLDSTAR HEWLETT PACKARD TOSHIBA CANON EPSON MITSUBISHI JVC PANASONIC DIGITA SEGA ABACUS NAKSHA GOLDEN IMAGE

How can you create video effects on your Amiga at a bargain price? **Jason Holborn** tells you how.

RocKey

£399 ■ Chroma-key system ■ Roctec Electronics

ROCKEY is available from HB Marketing 0753 686000



Michael Fish eat your heart out! Jason brings you the weather forecast with a little help from RocKey.

THERE'S ONE AREA of computing where the Amiga is second to none – desktop video. Even in America, where sales of the Amiga suffer at the hands of the Mac and PC, it continues to dominate the video market to such an extent that said rivals don't get a look in.

Extending this lead further are Roctec Electronics with their latest piece of video wizardry, the RocKey – a low-cost chroma-key system that enables you to produce video effects that would have turned TV engineers green with envy little more than 10 years ago.

Chroma-keying is similar to genlocking (linking your Amiga to a video source and grabbing images). But instead of removing the background colour from the Amiga image, a chroma-key system performs this operation on the 'live' video source. You'll find chroma-key systems in use on virtually every television station around the world – perhaps the most obvious example of chroma-key in action is the TV weather reports which use a chroma-key to superimpose Michael Fish on top of a computer-generated weather map.

The RocKey won't do a lot unless you own a genlock. Roctec recommend their RocGen Plus genlock, but most genlocks will do the job. Connecting the RocKey to your genlock is an involved process, so it's worth having a selection of leads before starting. One major gripe is Roctec's use of Phono (RCA) style connectors. These have a bad habit of disconnecting themselves, which is why virtually all professional video kit uses BNC connectors. Come on Roctec, get your act together – we want BNC connectors!

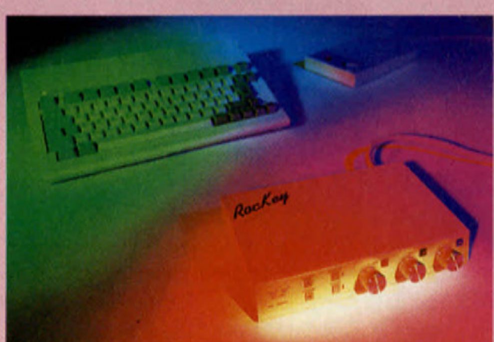
Like a genlock, the RocKey needs to be fed two video signals – one from your Amiga (via the machine's 23-pin RGB port) and a 'live' composite signal. This signal can come from just about any device, but best results are obtained from a colour video camera. If you attempt to use video-tape footage, the smeary nature of the rather low-resolution VHS system can affect image quality. If you use a video camera, lighting is important – flood the scene with lots of light from daylight bulbs. A single-colour background is also needed, but you can use any primary colour.

The RocKey is capable of more than just superimposing live video on top of graphics and can be used to produce a wide range of video effects. These effects are selected and fine-tuned using an initially bemusing array of knobs and buttons. It's also possible to customise these effects by experimenting with the RocKey settings. Serious uses aside, playing with RocKey's settings can be a lot of fun.

I wasn't expecting great things from the RocKey at first; since I have used professional chroma-key systems before, the RocKey seemed too cheap to be true. But, providing you use decent video cabling and you light the subject correctly, the results can be excellent. Super-VHS support would be appreciated, but perhaps we'll see a RocKey Plus in the future.

RocKey is one of the most exciting low-cost video devices produced for the Amiga and is the first product of its kind that could genuinely be seen as appealing to a mass market. Although the image quality can be affected by so many different factors, getting a decent chroma-keyed image is surprisingly simple.

HOW CHROMA-KEY SYSTEMS WORK



Roctec's RocKey works in conjunction with any standard Amiga genlock.

Before you can understand how RocKey works, it's important to understand the component parts that make up a video signal. Video signals are made up of two components – chroma and luma. The chroma part of a signal carries colour information and luma contains brightness information. Both are important and must be present for the video signal to be displayed correctly – removing luma information from a video signal is a like turning off a light in a room with no windows. Although the objects within that room may be very colourful, all you'll see is darkness because there's no light to illuminate the objects. Similarly, luma information is only any good if there are colours to illuminate.

Devices like RocKey work by playing around with both the chroma and luma content of a signal and removing certain areas of the signal through colour keying. Colour keying is a system whereby every occurence of a specified colour is removed from the source signal. The colour that is removed is the key colour. The word chroma-key can be roughly translated as 'colour removal' and this is what a chroma-key system does – it simply removes a particular colour from one video source and replaces it with the colour and brightness information from another video source.



Roctec have produced a device that is not only good news for amateur video enthusiasts, but for the Amiga in general. An Amiga coupled to a RocKey and RocGen Plus genlock represents the most cost-effective video effects system available on any machine, and as the saying goes: "only the Amiga makes it possible." If you own a genlock and you'd like to take your video productions that bit further, then RocKey is the logical next step. I'll certainly be the first in the queue to buy one!

RocKey

SPEED ●●●●
Thanks to a well designed front panel, switching between RocKey's various modes is easy.

DOCUMENTATION ●●
The manual explains how to access the different modes, but it doesn't explain what they do!

ACCESSIBILITY ●●●●
Connecting up RocKey is quite complicated, but you need only do it once.

FEATURES ●●●●●
Even if the RocKey only handled chroma-keying, it would still be a great product!

VALUE ●●●●
£400 for a product with this sort of video power is unbelievable.

AMIGA GOLD FORMAT **90%**

ROCKEY'S EXTRA-SPECIAL EFFECTS

Chroma-key systems aren't just used for overlaying live video on to computer graphics. Oh no there's more to them than that! By using a combination of the various controls and options on offer, the RocKey is capable of producing a wide range of weird and wonderful effects that will give your video productions an added shine. Here's a rundown of the effects on offer:

CHROMA-KEY



Fame at last! Jason Holborn joins Depeche Mode. With RocKey, your dreams of fame and fortune become a reality.



Explore the countryside without ever leaving your Amiga with RocKey's chroma-key mode.

Chroma-key mode, probably the main reason for buying the RocKey, removes the key colour (the background colour) from the in-coming live video source and replaces it with video output from the Amiga. This produces the illusion of live video on top of computer graphics.

This is exactly the same technique that is used by television engineers to place a computer-generated map behind those oh-so reliable weathermen.

OVERLAY

Basically a passthru mode, overlay acts exactly the same as a conventional genlock. The computer graphics generated by the Amiga are placed in front of the in-coming signal and colour 0 (the key colour) is removed, enabling you to see the video picture behind your graphics.

LUMA-KEY

Luma-keying is in fact very similar to chroma-keying, but for one major difference. Instead of simply removing the background from the live video source and replacing it with Amiga graphics, luma-keying also removes all other colour information from the live video and then displays a 'masked' silhouette instead.

GRAPHIC SANDWICH

Much like the name suggests, graphic sandwich builds up the display on three different levels – the background image is taken from the live video. The RocKey then keys out the background from the Amiga video



Forget Dateline, with RocKey's graphic sandwich mode you'll soon be dating Hollywood stunners like Sheri Fenn.

and places this in front of the live video (much like a genlock does). To make things look even more spectacular, the remaining non-key live video signal is placed in front of this, which gives you the illusion of Amiga graphics sandwiched between the keyed and non-keyed live video.

KEY SANDWICH

This is very similar to graphic sandwich, only this mode sandwiches the live video foreground image between the background (colour 0) and the foreground of the Amiga image.

GRAPHIC WINDOW

The foreground of the Amiga image is used as a window for the foreground image of the live video signal.



Graphic Window uses the foreground image from the live video source as a window for the Amiga's graphics.

KEY THRU

Like graphic window, the key thru mode uses the foreground of the Amiga image as a window for the foreground image of the live video, but the foreground image data from the live video source is replaced with the foreground mask.

GRAPHIC LABEL

With the background removed from the Amiga video source, the foreground image of the live video is then used as a window for the foreground image from the Amiga signal to poke through. Where the key colour of the live video source appears, Amiga graphics are then removed.

KEY WINDOW

The key window mode is probably best described as a two-layer screen with the live video displayed in front of the Amiga video signal. The foreground image from the live video is then masked out, which enables the Amiga video signal to show through the gap that remains. As with the Graphic Window mode, this effectively means you have a window-like result.



OK, it's not the sexiest piece of hardware to accompany an Amiga, but remember that beauty is only skin deep. This external drive is brutally good.

Zappo disk drive

£54.99 ■ External disk drive ■ Zappo

Looking for a second drive that isn't the size of a brick? Zappo's new external drive may be for you. **Jason Holborn** writes...

ZAPPO EXTERNAL DRIVE is available from Calculus 0543 251275

EVERYONE NEEDS A second drive sooner or later. Whether you use your Amiga for nothing more than games, or you're a seasoned programmer, graphical whizz or musical maestro, the addition of a second drive to your system will not only save time and reduce disk-swapping frustration, but it'll also make your machine a much more capable system to work with. Choosing a second drive is a bit like choosing a car – to the uneducated they all look very similar, but they're all very different under the bonnet. The latest drive to tempt all you drive fanatics is the imaginatively named Zappo drive from... er, Zappo.

The drive certainly isn't going to win any beauty prizes, but it does have one cosmetic feature strongly in its favour – its sheer size (or should I say lack of it). Unless you're the sort of person that thinks big is beautiful, the smaller an add-on is, the better. In the case of the Zappo drive, that certainly makes the drive a real stunner. Thanks to its use of a low-profile disk mechanism, the drive will sit unobtrusively next to any Amiga without taking up too much elbow room. The drive doesn't eat up too much power either, so your Amiga won't start to feel the strain if you ask it to power more than one drive.

While in operation, the drive certainly seems impressive enough. Unlike the drives fitted internally to all Amigas, the Zappo drive is a very hush-hush affair that chugs away without too much noise pollution. Fit it to an Amiga B2000 and you can scarcely hear the thing in operation over the racket of the machine's built-in fan (or perhaps that should be 'turbine'). Access speeds certainly seem pretty impressive too – some drives have a habit of taking forever to track down and load files on a disk, but the Zappo is certainly right up there with high speed drives such as Roctec's excellent RocLite unit.

The Zappo drive also comes complete with the usual complement of extras including a daisy-chaining port and a drive disable switch that will enable you to kill the drive if memory becomes a little tight when playing your favourite game. With this sort of specification, and a price tag that most certainly won't break the bank, the Zappo drive is well worth investigating.

Zappo disk drive

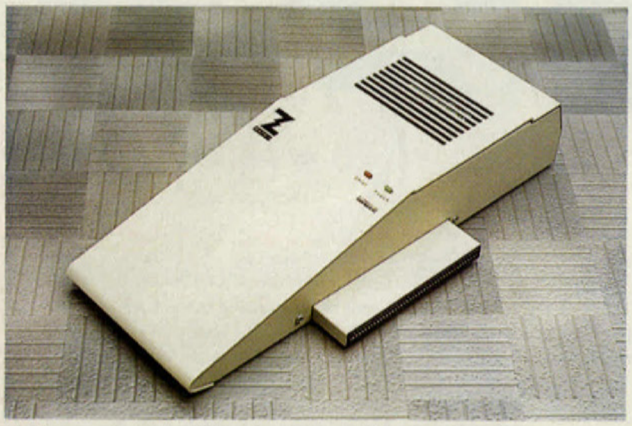
SPEED ●●●●
In operation, the Zappo drive is both faster and smoother than your average drive.

DESIGN ●●●
The metal casing certainly won't win the drive any beauty contests, but at least it's sturdy.

FEATURES ●●●●
Comes with a daisy-chaining port and a drive-disable switch. What more do you want?

VALUE ●●●●
The Zappo is a top-notch drive with a rock-bottom price tag.

AMIGA FORMAT Verdict **85%**



The Zappo external hard drive is a very capable piece of hardware. For under 300 notes you get a 40Mb drive with 8MB of fast RAM.

Zappo hard drive

£299.99 ■ A500/A500 Plus hard drive ■ Zappo

Jason Holborn goes hard drivin' with Zappo's new hard disk for the A500. Is it any good or what?

ZAPPO HARD DRIVE is available from Calculus 0543 251275

THE SECOND OF Zappo's exciting new peripherals is the Zappo hard drive. This is a really neat little drive that not only costs less than most of the current competition, but can also run rings around those lesser drives in terms of performance and price. It boasts either a 40 Mb AT-IDE or SCSI drive mechanism – luckily the Zappo controller can handle either. So if you're after a hard drive, you could do worse than give the Zappo a look.

Looking under the bonnet of this hard-drivin' beauty, the review sample that we have been sent boasts a 40 Mb Connor IDE drive, but some Zappo drives may feature Quantum SCSI drives with a similar capacity.

Although the drive controller can't directly handle both SCSI and IDE drives as it stands, a relatively inexpensive upgrade kit is available which will enable the controller to handle both types of drive. At the rear of the drive is the now obligatory SCSI passthru connector which will enable you to use the drive's controller to connect other SCSI devices including additional hard drives, high-capacity floppy drives, removable media, optical drives and laser printers.

The Zappo drive isn't actually manufactured by Zappo at all. Instead, the drive is in fact a rebadged DataFlyer Express from Expansion Systems (they are an American company that specialises in inexpensive, but jolly good hard drives).

Previous productions from Expansion Systems haven't really been that great, but they've certainly tidied up their act considerably if this drive is anything to go by. The drive's innards are logically designed and there's even some space at the front of the drive housing for the addition of expansion RAM using low-cost SIMM modules. Up to 2Mb can be added by using 256x8 SIMMS or a full stonking 8Mb when you are using 1Mbx8 SIMMS.

The Zappo hard drive is certainly an impressive piece of kit, especially when you consider its bargain low price. For anyone who is looking for a high-speed and (relatively) high-capacity drive for under £300, then look no further than this.

Zappo hard drive

SPEED ●●●●●
Not quite as fast as GVP's Series 2, but still rapid nonetheless.

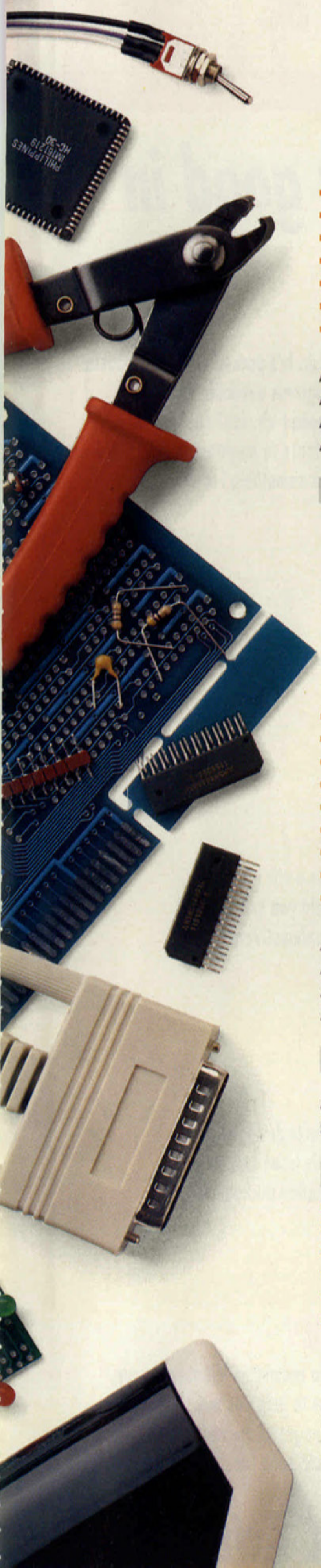
DOCUMENTATION ●●●●
Clear to the point of being insulting, the Zappo drive manual is a joy to behold.

DESIGN ●●●●
Functional rather than beautiful, the Zappo drive is still no ugly duckling.

FEATURES ●●●●
The drive boasts provision for up to 8Mb of RAM and a game switch.

VALUE ●●●●
Yet again, Zappo have managed to deliver high power without the price!

AMIGA FORMAT Verdict **87%**



Amiga 600



- The compact Amiga
- 1MB of RAM
- Built-in TV modulator
- IDE Hard disk controller built-in
- PCMCIA Card slot
- Includes Power Mouse Mat
- Includes Apache joystick

Amiga 600 .... **£285**
Amiga 600 & 40MB HD **£455**
Amiga 600 & 60MB HD **£499**
Amiga 600 & 80MB HD **£549**

Amiga 1200



- 32-bit computer
- 68020 microprocessor
- Optional 68881/68882 floating point unit
- 2MB RAM
- PCMCIA Card slot
- 16.8 million colour palette
- Displays up to 256,000 colours on screen
- Includes Power Mouse Mat
- Includes Apache joystick

Amiga 1200 .... **£390**
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Blizzard Turbo **£129**
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Amiga 4000

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Home Music Kit **£49.95**

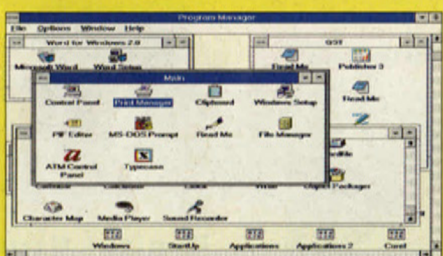
AMIGA SHOPPER...

...takes a look at what was seriously good in '92



COVER DISK!

For the very first time ever, *Amiga Shopper* comes with a cover disk. It's packed with 12 fantastic utilities selected from the latest public domain and shareware programs available. Want to improve the performance of your disk drives? Need protection against viruses? Looking for a directory utility to save you from the Shell? After some scalable fonts to brighten up your video or DTP work? The Amiga Shopper Shareware Collection Volume I has something for everyone



PC EMULATION

Beat the PC owners at their own game with Vortex's 486 PC emulator. It promises to provide the Amiga owner with the very best in PC power performance, but does it deliver? Our in-depth review puts it through its paces



THE A1200 TESTED

OK, you've probably all heard about the A1200 by now, and quite a stir it's caused, too. But how much power does it *really* deliver for its price? Should you sell your old machine while you still can and buy an A1200 immediately? We exhaustively test it and compare it with the tried and trusted A500



VIDEO

Every month we examine the latest hardware and software products designed to enhance the slickness and creativity of your video productions. This issue focuses on the latest version of *Scala*, the leading desktop video and presentation package for the Amiga, and goes a-rendering with *Expert 4D Jr*

AMIGA ANSWERS

A FAREWELL TO YOUR AMIGA ANXIETIES

It's the only solution to every Amiga problem you're ever likely to encounter. Whatever your hassle may be, *Amiga Answers* has the best brains in the business to help you out. Just send in that query and watch it disappear. This month, there's 11 whole pages of questions – all answered in the most clear, informative and friendly style you could hope for

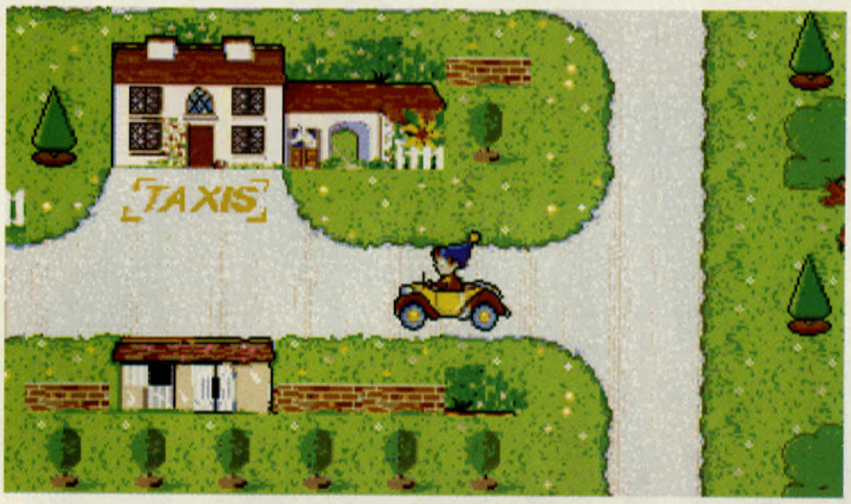
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Noddy drives around Toytown (cornering on the grass!) and parks on taxi ranks each time he wants to play a game. The map is large, features amusing animations and scrolls in all directions.

There are more and more educational packages around, but few with the quality that a big-name licence endows. **Deborah Cook** explores a release that could change things...

Noddy's Playtime

Educational package ■ £24.99 ■ Jumping Bean Company

THIS IS AN 'edutainment' package for children between three and seven. It has been designed in collaboration with educationalists, and is claimed to supplement the requirements of the National Curriculum. The program comprises eight 'activities' and an art package, plus a map of Toytown and a keyboard overlay and the involvement of an adult is distinctly preferable.

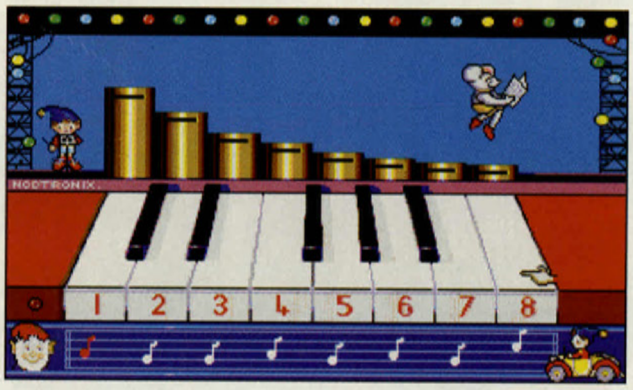
The game is played by driving Noddy's car, exploring the delights of Toytown with the assistance of the map. The car can be controlled using the mouse, keyboard, or joystick and the aim is to visit the eight taxi ranks, each of which is a cue for one of the games to be played. Each game has three difficulty levels, which gives the package more depth and widens the target age range. Here's a run-through of how each one works.

N&B Works: an observation game. A factory production-line in which the child has to identify objects on the conveyor belt, and 'eliminate' the odd-one-out by squashing the offending object with the 'crusher'. There is an increasing number of objects on each level, with a race against the clock in level three.

Railway Station: a memory game. In levels one and two, a train containing characters sitting by the windows is the subject of a memory test. Level three starts the same way, but this time the character is missing from the window. The missing character has to be identified from a selection at the bottom of the screen. The characters are a bit small, and a few are not immediately distinguishable.

Noah's Ark: a jigsaw puzzle. Involves dragging pieces from one window to another to complete the picture. Help is at hand by clicking on the Big Ears icon, and any pieces placed in the wrong position will return to the first window. The puzzles get more difficult throughout the levels.

Post Office: a counting game. On the screen there is a row of post boxes with letters below them. In level one, each letter has to be collected and posted in any of the postboxes. In level two, all the letters and postboxes are numbered. Each letter has to be posted in the corresponding postbox. If a mistake is made, the post box will sneeze, giving another chance. In level three, there is a sum on each letter; once calculated, the letter must be posted in the post box that contains the right answer.



On the lower difficulty levels you simply play the piano, but on the higher ones you have to follow a tune – and it's not at all easy!

Market Place: is a letter-recognition game, where objects are displayed on a stall. A letter appears on the screen, and has to be matched with an object that begins with that letter.

Police Station: is a maze game. Noddy has to tunnel his way through the maze and get back to his car, before PC Plod catches him.

NODDY'S PLAYTIME is available from your local software supplier.



The paint package includes a range of tools and some lovely clip art, all accessed from a drop-down menu page.

Four Chimney House: an activity which involves playing musical notes on a large numbered keyboard. Level one is a practice mode, enabling any note to be played in any order. On level 2 a tune is selected and will be played by the computer. The tune then has to be replayed on the keyboard. Notes of the tune appear at the bottom of the screen as numbers, which corresponds to those on the keyboard. Level 3 is similar to level 2, but the numbers on the keyboard are replaced by actual notes on a musical stave. Younger children would probably need constant parental supervision.

Farm Yard: a recognition game involving matching the heads and tails of animals. On the earlier levels colour matching is an adequate enough clue.

Noddy's Paint Pot: a variety of functions enabling artistic creativity by using a range of simple commands, including freehand draw, line draw, colour and pattern fill. There is also a range of clip art and images can be saved.

So there's the idea: but how do they perform? Well, younger children may experience problems with controls. The joystick response is over-sensitive, making some menu selections pretty tricky. Disk access is very slow: though you could make use of the time by reading the story in the manual which accompanies the corresponding activity.

All in all, *Noddy's Playtime* is well-presented, enthusiastic and colourful. To use the jargon, it encourages one-to-one correspondence, left to right orientation and pre-school reading and number skills. Slight glitches (control and disk access) apart, it's full of colourful and imaginative graphics and animation which give it a lot of appeal. This is not a ground-breaker, but it is solid and entertaining, so if Noddy has the required appeal for your kids, then you won't go far wrong.

Noddy's Playtime

SPEED ●●
The program comes on three disks, and each sub-game has to be loaded separately.

DOCUMENTATION ●●●●
The instruction manual is comprehensive and includes detailed parent/teacher notes.

ACCESSIBILITY ●●●
Would need some parental supervision, especially on some of the harder levels.

FEATURES ●●●●
Plenty of levels and different educational aspects, and a well executed licence.

VALUE ●●●●
Nothing especially new or exciting, but a solid and respectable program.

AMIGA FORMAT Verdict **78%**

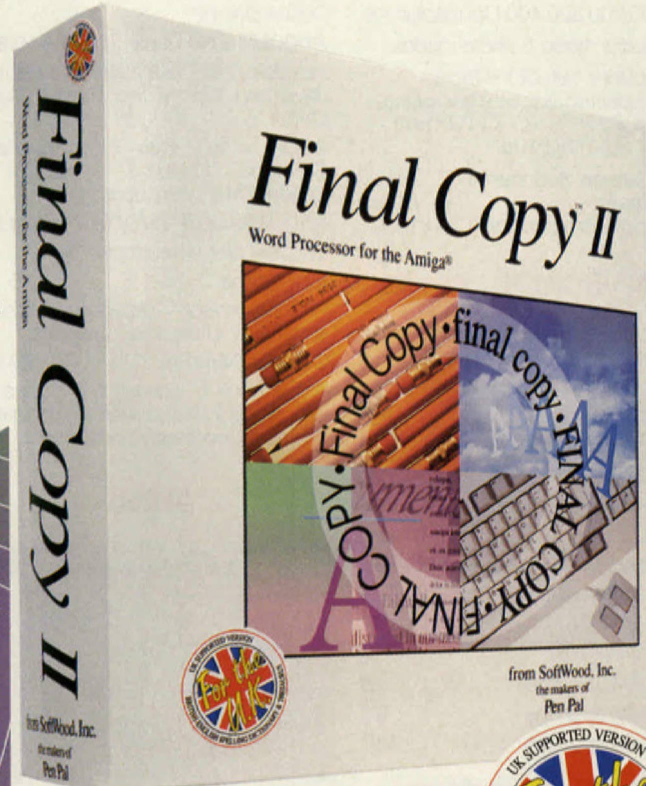
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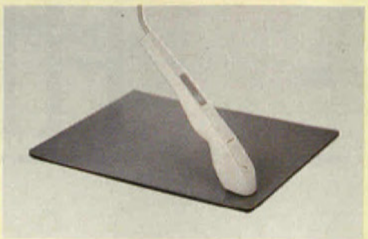
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The Xtra RAM for the A500 Plus only, adds 1Mb of chip RAM to the A500 Plus.

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The basic principles of morphing are quite straightforward. One image is transformed gradually into another by physically warping prominent features of the first into the form of the second.

At the same time, pixel colours are cross-faded between them. In *ImageMaster* from BlackBelt (see *Amiga Format* 37), the two images are displayed at reduced size next to each other, and control points are placed on each image.

***Morph Plus* overcomes the overcrowding problems of using two images side-by-side by superimposing them. A fader is provided to adjust the relative prominence of each image and the practical result is similar to the onion-skin effect of *DPaintIV*.**

The areas which must warp can now be indicated as vectors clearly linking the two endpoints, making initial positioning and later editing much easier. The progress of warping and fading is controlled according to simple interactive curved graphs.

Each step in the morph is saved as a frame so a complete transformation can be animated. In fact *Morph* uses the warp operator for many of its effects and provides a means for warp effects to be animated. More than that it even enables one moving object to be morphed with another moving object using source and destination sequences.



Ultimately Warping will probably be of more use to most users than Morphing. As implemented in *Morph Plus*, the Warp Operator is very powerful, allowing gross distortions to be applied smoothly to any image. Warping is controlled in a similar way to Morphing with before-and-after points linked by vectors.

AMIGA FORMAT GOLD

Morphing is the computer graphics technique of the moment – as seen everywhere from Volvo ads to Terminator 2. **Brian Larkman** brings it to the Amiga.

Morph Plus

Image processing package ■ £199.99 ■ ASDG

COMPUTER GRAPHICS, LIKE every other fashion-conscious area of our lives, is constantly subject to buzz words directed at us by the trendsetters. The 'latest thing' is morphing. Almost every sci-fi film, advert or corporate presentation uses it to some degree, and as the premiere animating computer, the Amiga has inevitably attracted its crop of morphing systems. The most recent – and so far the best – is *Morph Plus* from *Art Department Professional* developers ASDG.

The *Morph Plus* package has a dual nature. It is a stand-alone image processing program in its own right – a junior version of *ADPro* itself – but it operates with a set of modules that can equally function as extensions to *ADPro*. Although the morphing trend may well fade away, unless innovative Amiga enthusiasts stretch the concept in unexpected ways, the better parts of *Morph Plus* should stay with us for a while.

Morph Plus features some fine new operators, including warp, sphere, ripple, twirl and perspective, that ensure the current favourite Amiga image processing system has the quickest, most useful and powerful functions. For that reason, although morphing is described in some detail, the other more practical functions are also concentrated on in this review.

Morph Plus installs from two of the three disks provided, (depending on processor used) into the drawer of your choice. If you have *ADPro*, the files can be safely added to its drawer, updating some functions and adding new loaders, savers and operators to the standard set. *Morph Plus*, *Morph* (the actual morphing module) and the new *FRED* (frame editor) program all happily coexist with *ADPro* or work separately. Both *ADPro* and *Morph Plus* were used for this review. Because *Morph Plus* had all of *ADPro*'s loaders, operators and savers available to it, virtually no difference could be detected between the programs, which is something of a mixed blessing.

The *ADPro/Morph Plus* main control panel is a clear, easy-to-use interface, with large text buttons for all functions. For some strange reason ASDG have considered it necessary to restrict this environment to a clunky low-resolution display, filling the whole screen. Surely most designers and artists doing 24-bit image processing will have powerful systems capable of hi-res display and an even more highly tuned aesthetic sense that will be offended by working for hours on end, staring at this crude interface. ASDG really must come up with a working environment that puts the images to the forefront and the control panel discreetly at the edge of the screen. (*ADPro* was fully reviewed in *AF*36 so, as *Morph Plus* is so

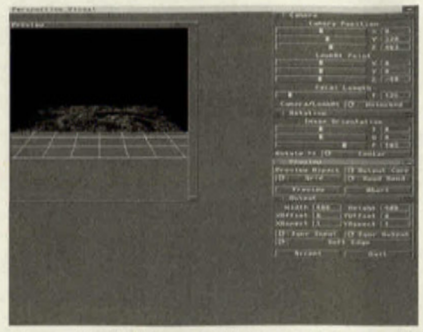
Continued overleaf



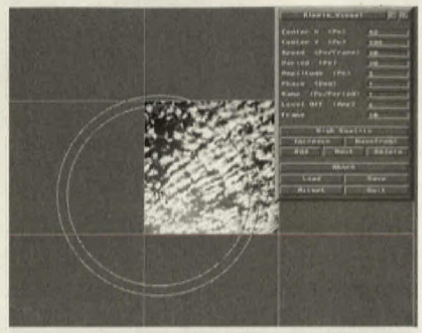
Although these images looks ray-traced, they are in fact created as and composited from 2D images.

The grass comes from the *Alternative 3D* textures set. The Twirl is produced using the Twirl Operator. Diameter can actually be set interactively; rotation angle and width of edge blurring are set numerically.

Laying the grass into perspective is the job of the Perspective Operator. The 'object' and viewpoint can both be rotated around all three axes and the camera can be zoomed in or out.



Perspective Shift is one of the most obvious, and most useful, effects you can apply to make a plain, flat-bitmapped image take on a three-dimensional quality. A greyscale screen representation shows you what you're doing.



Using the Ripple screen, similarly, a rippled effect can be applied with any number of concentric circles, though three circles is usually enough to give the right effect. Again, you can try out results and check the on-screen demo to see if it's working.

similar, for a detailed description of the interface and common functions refer there.)

To use the *Morph* program, *Morph Plus* or *ADPro* must first be launched (both *Morph* and the frame editor *FRED* use ARexx to access the image processing and file conversion functions of the parent system.) A description of morphing is given in a separate box. All of the other processing functions are accessed from within the *ADPro/MorphPlus* program via the operators menu. The new operators are superb and greatly enhance *ADPro*, if you are using them from that program. There is still nowhere near as wide a range as with *ImageMaster*, but they provide much more control.

Herein lie several problems. First the number of operators has now reached such proportions that the drop-down menu system used to select them is quite unwieldy. The functions need to be separated into categories on several menus. Second, it is a great pity that the designers were quite so heavy handed with the control of the functions, brilliant as they are. For example, calling the axes of perspective image control theta, gamma and phi may be scientifically valid but is hardly intuitive. Many of the likely users will be artists and designers, not the most technically minded in general and some of the operator control panels are quite formidable.

Most Macintosh programs – like the graphics and image-processing package *PhotoShop* – get by with simple controls and real-world names without detracting from their professional status. That said, the degree of control over operations provided by *ADPro/Morph Plus* is far greater than in *PhotoShop* – or any other Mac program – so something had to give!

Ripple, rotate, twirl, roll, and perspective are all dynamic actions inviting animation, so it is a shame that animation of them is not a little easier. In keeping with other aspects of *Morph Plus* and *ADPro*, animation is a rather technical process, depending on an understanding of Arexx scripts. Bundled with *Morph Plus* (as with *ADPro*) is ASDG's powerful ARexx frame editor *FRED* which gives control over absolutely every aspect of these programs. To help, several scripts are provided for the ripple effect but this is not enough; I want lots more for each effect.

With the coming growth of the multimedia market, I would also have liked to have seen another level of nannying, perhaps an interactive animation interface in addition to the FRED Arexx scripts. As it is the manual only provides the bare minimum of tutorials – though the reference is very good – and this is just not enough for a package of this power and complexity.

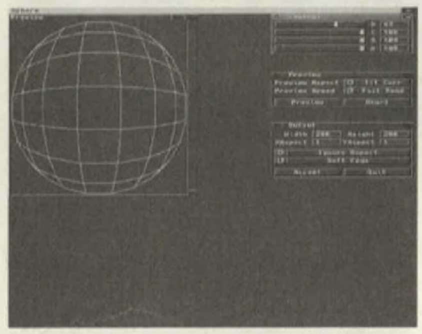
Criticisms aside though, *Morph Plus* provides a range of functions with a level of control that no other program has, on any platform. Morphing may well go out of vogue but the Plus is going to be invaluable for a long time to come yet.



The sky (another *Alternative 3D* texture – this time Sky) has been rippled using the Ripple Operator.

No shading is used so that has to be added using an alpha channel effect with a simple mask produced in *DPaint*. It would be valuable if the Sphere Operator were developed to do some of the 'brush wrap' effects of *SpectraColor* especially with lighting – though I suppose this is still really the province of 3D programs.

The mist effect is produced by making use of the Backline and Alpha Operators.



If you want to create something that looks round, take your bitmap and give it a bulge. Spherical distortion effects ranging from a slight bulge to a severe 'fish-eye' effect can be created in the Sphere Operator.

Morph Plus

SPEED ●●●●
When you think of the image processing it's capable of, it's the fastest.

DOCUMENTATION ●●●
Very good reference, but thin on tutorial help to get novices going.

ACCESSIBILITY ●●●
Awful main control panel – other controls can be formidable, but look at what they control!

FEATURES ●●●●●
Unique. There's nothing can touch it on the Amiga. None better.

VALUE ●●●●
Far cheaper than similar programs on any other system. Sophisticated effects at a low price.

AMIGA GOLD FORMAT **90%**

Here's a new word processor that handles graphics and boasts top-notch print quality. **Phil South** explains why it's Version 2.

Final Copy II

Softwood ■ Word publisher ■ £99.95

FINAL COPY **WAS** one of the enigmas of last year. It was a word-processing program that used outline font technology to give a 'what you see is what you get' screen display and top-notch print quality. It enjoyed a growing reputation and respect. And yet it was never actually available in this country. Which explains why version two is the first UK release – it's been revamped especially for us.

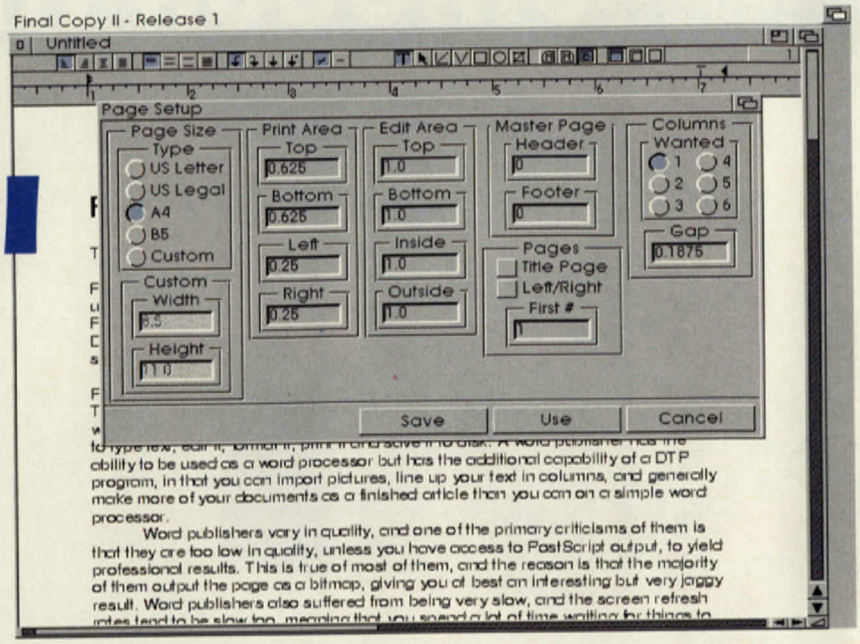
There's always been a lot of debate about word processors versus word publishers. A word processor enables you to type text, edit it, format it, print it and save it to disk. A word publisher can be used as a word processor but has the capability of a DTP-like program, in that you can import pictures, line up your text in columns and generally make more of your documents as a finished article than you can on a simple word processor.

Word publishers vary in quality, and one of the primary criticisms of them is that they are too low in quality, unless you have access to PostScript output, to yield professional results. This is true of most of them, and the reason is the majority of them output the page as a bitmap, giving you at best an interesting, but very jaggy result. Word publishers have suffered from being very slow, and the screen refresh rates tend to be slow too, meaning that you spend a lot of time waiting for things to be redrawn before you can continue working.

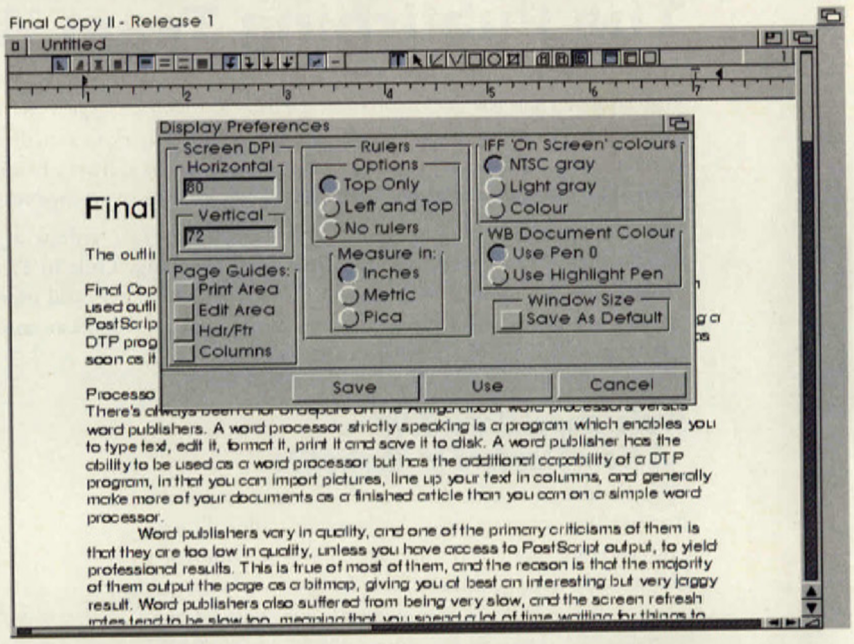
The impressive thing about the first *Final Copy* was that it gave you all the benefits of a DTP program and a word processor with none of the drawbacks. The fonts were outline-technology based, and so were smooth as silk and especially on an inkjet were indistinguishable from the real thing. (The real thing being PostScript of course.) Now we have *Final Copy II* and it has a range of enhancements from the original and a few ideas of its own.

Softwood have gone out of their way to make sure the program has new features that people actually want. The US firm have been talking to Gordon Harwood (the UK distributor) to see what was wanted in a UK Amiga word processor, and so this new version is a special UK version with features tailored to us, the users.

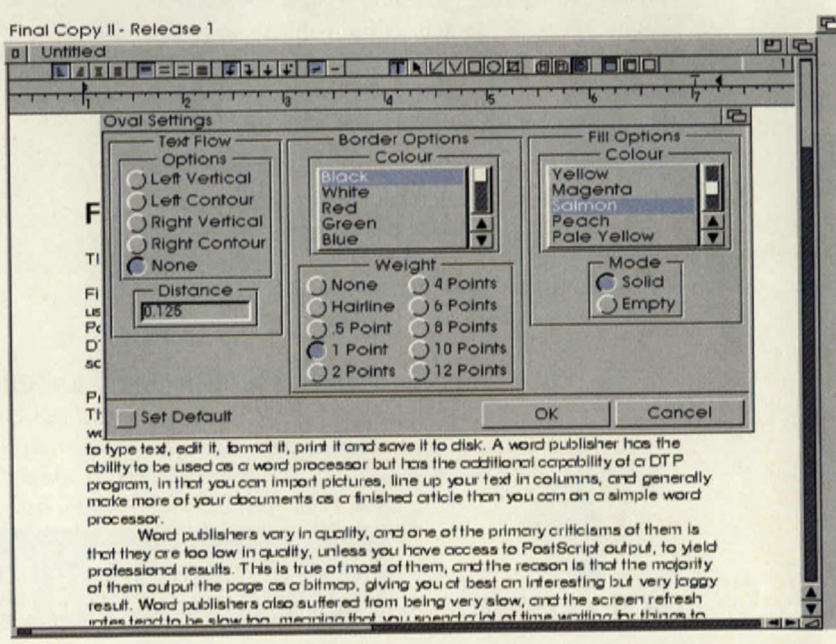
First up is the style sheets feature, which means you can set up font styles and formats and apply them to any block of text or complete document. If there is a certain style or format that you use a lot, then you with this feature you can zap the text into your favourite mode automatically. The program also has what it calls 'master pages', which in any other program would be called templates. Pages can be set up from a master page or pages, so if you publish a newsletter for



Page setup enables you to define your pages, and even set the offset for the working area on the page for printers that have problems with centring.

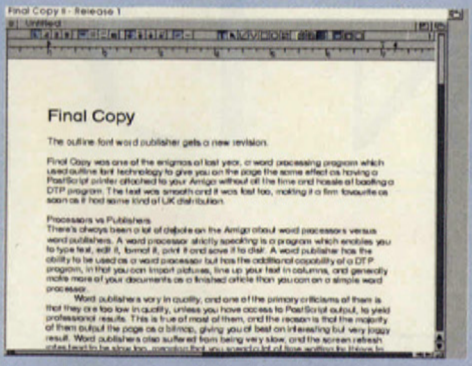


Display prefs gives you the option of altering the display resolution and the colours on screen.

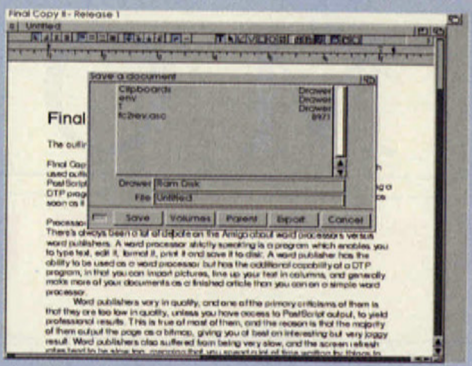


The graphic settings for lines, boxes, ovals and circles can be changed, with border colours and line weights.

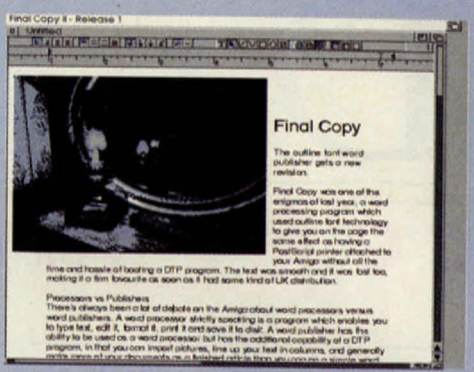
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The main screen editor in *Final Copy II*. Some cosmetic enhancements have been made, like button commands.



The *FCII* file requester now has more control, like slider bars, missing from previous revisions.



You can import 24-bit IFF graphics into *FCII!* But you only get mono screen representation.

***Final Copy I* was a very fine word processor, but it had its foibles. Certainly for Amiga users, version one had a few bugs and it lacked a lot of features. For example it was capable of importing pictures into various documents, but unfortunately the facility was a very crude one. It also had a range of nice fonts, but even so this range was still rather limited for a word publisher.**

The fonts problem has been solved with a range of fonts disks containing all the major fonts you use in, for example, a PostScript printer. Although the original version had ARexx, the new version has more scripts. The spelling checker has 110,370 words, and the thesaurus has 826,000 words, and all of them are in British English, so you don't get any Americanisms like color and favorite. The program now also has full UK support through Gordon Harwood Computers.

example you can have all the page types ready to import them, rather than having to make the pages up fresh each time. In fact you can have left and right facing pages, with margins appropriate to binding in a book (that is to say wider in the middle where the pages meet).

For users who want this program to make their business look good, a mail merge feature has been added so you can create a basic template document and run off multiple copies with different names, addresses and particulars. Mail shot city, in fact. As well as the UK English spelling, you can have 'auto suggest' on during typing, which will suggest alternatve words to the ones you use while you tip-tap away – it can be a real pain though.

The old *Final Copy* did import IFF graphics, but people wanted more. One of the big new things in version two is the structured-drawing functions, which lets you draw boxes, round corner boxes, squares, ellipses, circles, lines (at any angle), and even arrow-tipped lines for technical documents or just for emphasis.

The new graphics functions are a bit duff for a graphics program, but good for a word processor. You can make text flow around or over graphics (both IFF and structured), you can fill boxes and lines, and generally make your documents look like someone thought about them before they laid them out.

There is no italic mode in the program, but there is a good reason for this omission. You can oblique your text negatively or positively. This means you can lean the text to a number of angles either forwards or backwards. Just like *Professional Page* you can change the colour of any text on the screen to any of the user-definable colours. You can change the point size of letters within words too, which means it can be really easy to do a simulation of a ransom note, having letters of different sizes and colours. (Chuckle).

The interface will look familiar to *Final Copy I* users, though certain things about the way the program presents itself have altered which make the program easier to use. There are list and slider gadgets on requesters and the requesters themselves are movable.

Real-time scrolling has been implemented, and so has auto scrolling during typing, which means you don't type off the page in magnification mode like you did before. You can use the mouse to zoom and un-zoom to various bits of the page, and you can also use the mouse for panning around a document if it's bigger than the screen.

On the original version that I tried, a year ago, there was an annoying bug that I could never trace until right after I stopped using it. If you highlighted an area, deleted it and tried to use the cursor keys to leave the trimmed area, then the program would hang. You could start the program up again, but the program would be hung up. This happened on a number of occasions when the cursor keys were used, especially near the end of the page.

Final Copy II has, as far as I can tell with two or three days' work, excised this bug. This only really showed itself when doing silly things like tabbing a ranged-right piece of text to make the left edge of the text match up. It doesn't bomb out now, so someone else must have noticed it too.

Word processors are something on which everyone has an opinion, like football or Madonna's mucky book. Some people think word pros should do everything for you and if they could get the machine to type for them as well they would. Other people take the carve-it-in-stone-with-a-banana approach, where they have to press 14 metal (shift and control) keys just to do a capital H.

I fall in the middle. I want spelling checkers to trap typing errors, but I don't want grammar checkers and I could live without graphics. But then my needs are different. I need to bang in text, count it, spell check it, and bung it down the modem. Just because this is the case doesn't mean I can't use brilliant quality text once in a while without resorting to *Professional Page 3*! *Final Copy II* is a great advance on the previous revision and is now a better buy than it was before, especially with the new British English rather than American English dictionary and thesaurus.

Is there anything wrong with *Final Copy II*? It's a tad slow and flickery in best quality screen mode on all except 1200, 3000 and 4000 machines. (Slow is a relative term here, from a man who needs a speedy text engine and no graphics!) On accelerated machines and the new AA chip set models, the program sings along and looks great. It can be very good on normal Amigas too, but you have to forego the pristine hi-res lace display in favour of a simple hi-res or even (cough) Workbench screen. Sad but true, base-level Amigas don't perform as well as high-end ones, fact of life.

Final Copy II is not the kind of thing I'll be bashing thousands of words out on, like I would on *Protext* for example, but then again that's not *Final Copy II*'s real strength. DTP is a different job again, and requires a more involved program, so for complex newsletters and magazines DTP will always be champ. What *Final Copy II* does well is look good on the page, and it gives you the ability to make documents and letters look sparkling.

FINAL COPY II is available from Gordon Harwood Computers 0773 836781

Final Copy II

SPEED ●●●
It is a little bit slow and flickery in best quality screen mode.

DOCUMENTATION ●●●●
A really nice ring-bound manual, plus a glossy poster listing all the fonts.

ACCESSIBILITY ●●●●
Nice menu system, but the way the requesters work could be more beginner friendly.

FEATURES ●●●●
There's heaps of them; being able to load 24-bit graphics and the drawing tool are nice.

VALUE ●●●
Not bad value for a cut-down version of *ProPage* and a good word processor too.

Verdict 84%

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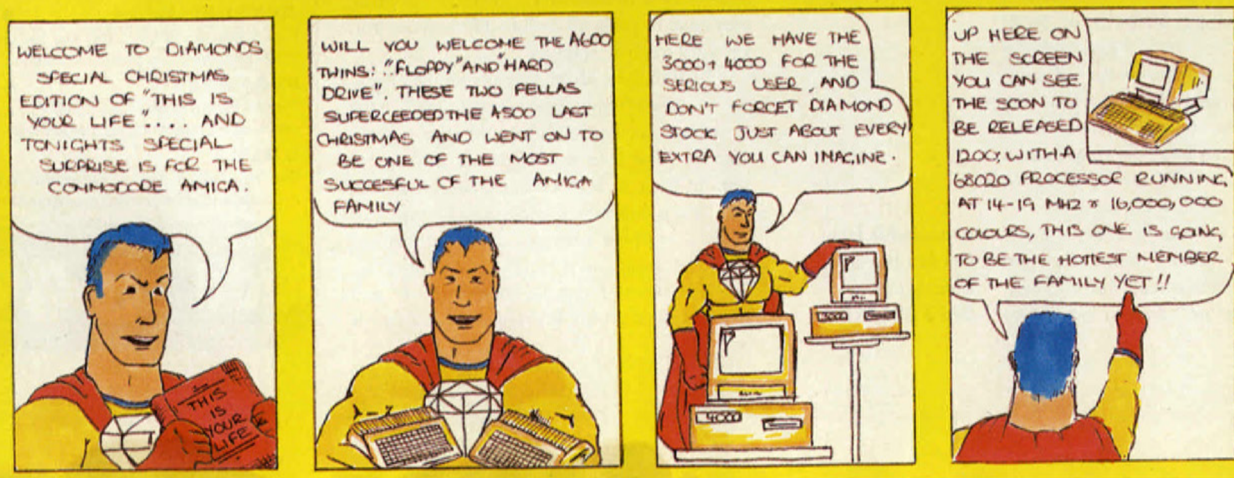
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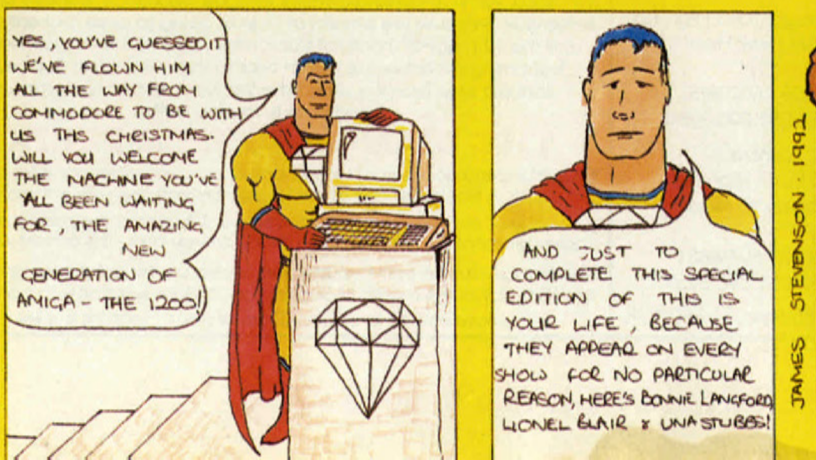
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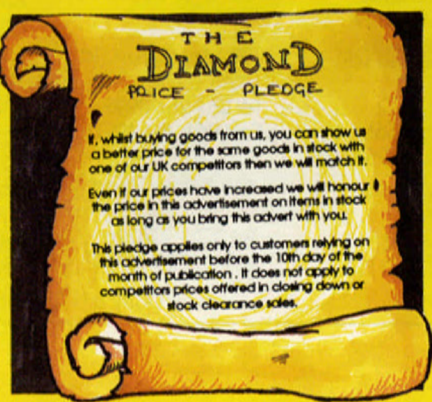
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PD Update

It's Christmas time, and there's no need to be afraid. Why? Because **Pat McDonald** is here with his sack of utilities and games from the Public Domain. Happy Christmas, War is Over...

TALISMAN — GAME
17 BIT 2289 A + B



Citadel miniature dwarfs in Amiga game shock horror! Never fear, it's all done in the best possible taste.

OK, I'm afraid that this one's a little memory hungry – it's a game that needs 2Mb to run! The nice part about it is that it all loads more or less at once, so you don't have to furiously swap the disks if you have only got one disk drive.

What you get is a simple but playable adventure game, played entirely with a mouse. All you can do is Fight things, Use things, Get things, Operate things (stuff that's fixed down) and Talk. Creatures encountered include Orcs, Vicious Dwarfs (as opposed to your 'umble pacifist Dwarf) and similar nasties.

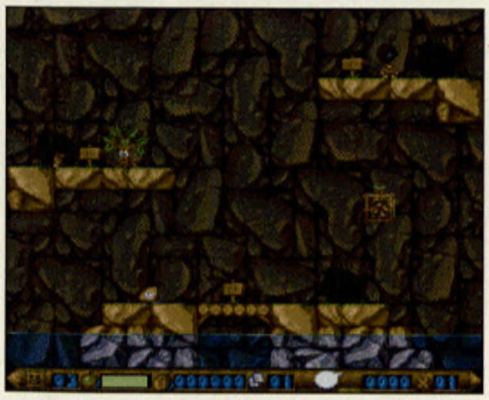
You begin the game with no possessions at all. As you progress (clicking on North, East, South and West icons) you come across objects, some of which are weapons to help you in your task. The aim of the game is to find the Talisman, a rather fetching diamond necklace that erm... cost a lot to make.

What makes this game special is the graphics. OK, so they're black-and-white only, but the various monsters are digitised pictures of metal miniatures. They look rather good, the digitising being very sharp and detailed.

All right, so the game concept is a little bit on the dull side, and the background graphics are probably ripped off from travel brochures, but *Talisman* is a game for when you want something moderately absorbing and not too difficult. Let's hope the author, Paul Jenkinson, gets either a colour video camera or an artist for his next effort.

UGH DEMO — GAME
17 BIT 2299

I generally don't mention game demos on PD, but *Ugh!* is a bit special. It's one of those games that looks very boring from the screenshots, but is absolutely brilliant to play. Check out this demo of it and choose for yourself – I really don't think you'll be disappointed.



You play a caveman cabby controlling a neolithic flying machine. Mad? It's completely nutty, but loads of fun.

ALL ROUNDER — GAME
17 BIT 2225



Exciting game – not. Although you get a picture of the batsman's strikes, you can't seem to alter the fielders.

Gary Brown has been busy compiling cricket statistics and analysing scores. The result is, well, it's not a cricket game, more of a simulation. You can either play a single match or a league, and you can choose a county team or an international test match side.

When the game is on, you get to see a console view from above, of where the batsman are hitting the ball to and how much they are scoring per stroke. Decisions largely consist of choosing the next batsman or bowler.

This is quite satisfying as an alternative to watching the real thing. You tend to find the teams play consistently – you don't get ridiculous scores mounting up or a team dismissal in a couple of overs. If you don't like arcade games but do like cricket, give this a try.

NEIGHBOURS — GAME
17 BIT 2250A & B



Apologies for the poor picture quality – but the game really doesn't look that much better.

Coming from a person who totally detests the mild-mannered Australian soap, I'm really quite impressed by this adventure game. It's in fact very similar in some ways to *Talisman* (see top of the page), in that the locations and characters are all digitised. The theme is of course the television show. The heartless Paul Robinson must be stopped from turning Ramsey Street into a concrete parking space.

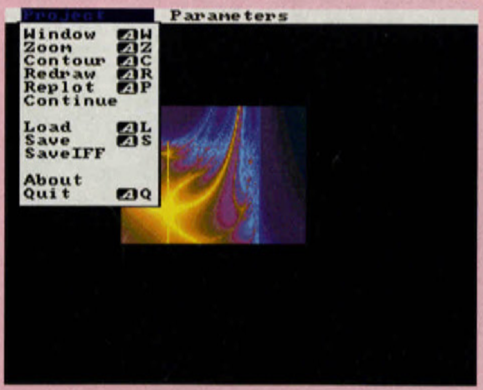
You may well be wondering why I like this game. Well, it certainly isn't the graphics that attract me – the characters' eyes and lips animate in a manner which can only be described as, well... crap. No, I like this game because it's great fun for someone who is a non-fan to play and lose...

LYAPUNOV — TOOL
NBS 13/U3

"Oh no, not another fractal generator!" I hear you scream. Well, the point about fractal generators is that different types produce different pictures – and these are absolutely superb. Judge for yourselves – it's like watching a protozoic version of Latham's organic fractal software.

As well as a full set of example pictures, the *Lyapunov* program is included together with a fairly wordy document file. Aleksandr M Lyapunov did a lot of research into the theory of Lyapunov, and from what I can gather this breed of fractals is named after him. I won't pretend to understand the mathematics (that's what I do after work) but it's fairly easy to use and very, very pretty.

David Head (the programmer) has produced an interesting and different graphics generator. The most stunning fractal program I've seen this year – I hope he writes a new version where the colour palette can be tweaked a little more, and maybe it would be nice if you were able to choose to render your images in higher resolutions.



Zoom in on the bit you want to see, select redraw, and 20 minutes later you've got a picture.

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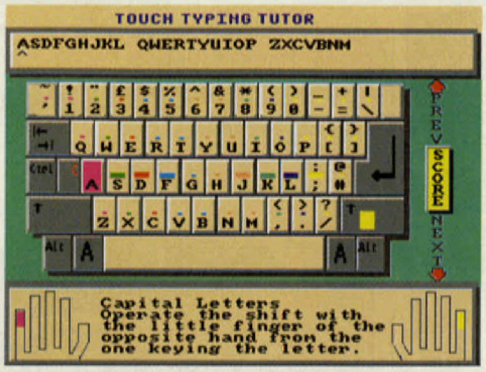
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CALL SAM OR PAT NOW! ON 0753 553535

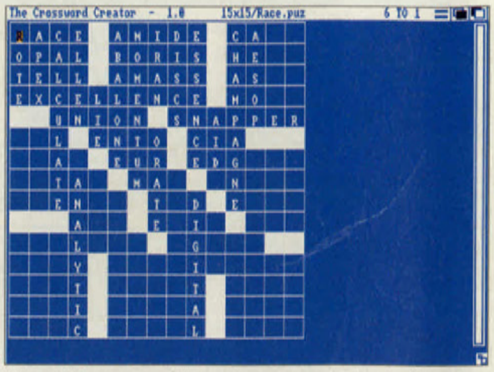
FED UP WAITING? ALL ORDERS ARE NORMALLY DELIVERED TO YOU WITHIN 48 HOURS



Take that, vile computer-generated bitmaps! And that! And that! Damn, died again. No long-term gameplay, but short term fun for the odd 10 minute blast.



Most modern typing tutors display the fingers that you are supposed to use when typing. It might seem slower, but gradually your typing speed picks up.



OK, so this program shows its age tremendously, but at least it's been modified to be compatible with Workbench 2 – a bit more compatible, at any rate.

SKYFLYER 2 — GAME

17 BIT 2221

I lose track of how many people ask me how to write games with the *Shoot-Em-UP Construction Kit*. Well, if you wanna see a good *SEUCK* game, get this. Fez Productions have produced another good-looking and great-playing vertically scrolling game in the grand old tradition. If, on the other hand, you want some commercial-quality blasting fun, then don't.

TOUCH TYPING TUTOR — EDUC

CLR CLU03

Sometimes people ask me to recommend a program to help them learn to type. This is the best I've seen, *Mavis Beacon* 'n all. Of course, this is largely down to it being a native Amiga product rather than a port over from a different computer system. But *Touch Typing Tutor* does things the way most typing tutors do–just with more colour and flair.

Understand, this is designed to teach touch typing. It can seem very strange at first, as most people just use their index fingers (two-finger typing). Real typists use all their fingers, in order to fly around the keyboard rather than taking their time.

If you do want to learn how to touch type, get this and learn. From simple two finger drills (a-space-a-space-a-space and so on) right the way up to analysing your ability to hit a given letter correctly, this program is a winner. You can also change the way it works to a certain extent; you can choose whether or not to display the right keys and fingers, whether to colour different keys with different colours (I prefer the display a bit plainer myself) and those little things like whether you get a keyboard click or not.

Eddie Dewhurst (programmer and typist extraordinaire judging by this) can be justly proud to have helped out on a major sticking point. This disk is available from the Central Licenseware Register, which means properly speaking it is not PD, but it is available from several different suppliers.

CROSSWORD CREATOR — EDUC

SEASOFT 1079

Brian Moats wrote this program ages ago, but this particular incarnation has been rewritten to work with Workbench 2, by Gareth and Kevin Craft. It can be made to work again with Workbench 1.3, but it's not a task for the novice.

Anyway, this program is designed to help with designing new crosswords, and solving present ones. You have a choice of crossword size – 15x15, 17x17, 18x18, 19x19 and 21x21. In terms of making up crosswords, it's very easy to input a crossword and then print it out (put your printer driver into the devs/printers drawer and select it with Preferences).

What's not so easy is the nitty gritty details, like trying to guess a predesigned crossword, altering the font or loading a preset puzzle. It all gets a bit more tricky. The file requester is none existent – you have to know the name of of a file in advance.

However, the important thing is that the program works pretty well too. You can resize the screen it's running on if you want to tinker with the Workbench behind it, which is useful sometimes. Best of all, the guys who made it Workbench 2 compatible included a decent readme file explaining how to use it. Not an easy program to use, but good enough for the crossword fiend.

QUICKSILVER PINBALL — GAME

AMIGANUTS

The full version (one table was included on the Coverdisk on *Amiga Format* 39) costs a tenner and includes three new tables – Long Horn, Aztec and Space. All right, it doesn't have the feel, subtlety or speed of *Pinball Fantasies*, but you could do worse if you want a program to keep a computer-illiterate youngster quiet for a few hours.

Worked a treat on a couple of test subjects – one was seven, the other 40. Just remind them to go easy on the keyboard — the test subjects hammered on the Shift keys for all they were worth in a vain attempt to make the flippers longer. No, it's a game of skill – no five million bonus points for one hit here!

TOP TEN GAMES AND UTILITIES

Every month we print a chart of the top 10 games and utilities from a popular PD library. This month it's the turn of...

17 BIT SOFTWARE

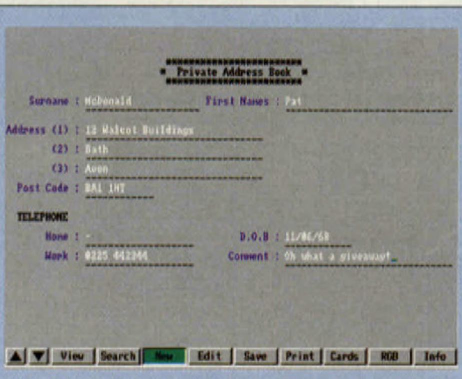
1	Pacman 92
2	Assasins Disk 17
3	Backgammon
4	Doody
5	Crazy Sue
6	Stone Age
7	Technoban
8	Total Concepts Dinosaurs
9	Total Concepts Astronomy
10	Beginners pack (own collection)

PHILO V1.12 — TOOL

CLR CLU07

Lots of people say that they can't see the point of databases. What usually they mean is that they never learned how to use them. A database is a file, stored on disk and arranged into an order that can be easily accessed – for instance, a name and address database would be sorted by the name, and next to each name would be the address of the person.

Philo can be as simple as that, or much more sophisticated. It starts up in a very intuitive way, asking you which database you want to load (several examples are included). Although Phillip Drake has actually used *AMOS*, the file requesters and icons look very Workbench 2 indeed – the whole program is very swish.



Philo is incredibly easy to use – when you make mistakes, it politely tells you what you're supposed to do.

When you do something wrong, a little requester box appears telling you what you need to do before that particular option will work. If you buy only one licenceware database, get this one – it's very simple without being childish or over-simplified.

WHERE TO GET THE DISKS IN THIS ISSUE

NBS: 1 Chain Lane, Newport, Isle Of Wight, PO33 2QQ. 0983 529 594

17 BIT: 2-8 Market Street, Wakefield, West Yorkshire WF1 1DH. 0924 366982

AMIGANUTS UTD: 12 Hinkler Road, Southampton, SO2 6FT.

CENTRAL LICENSEWARE REGISTER:
STARTRONICS: 061 370 9115:
BLITTERCHIPS: 0535 667469:
VALLY PD: 091 587 1195

SEASOFT: The Business Centre, 80 Woodlands Avenue, Rustington, West Sussex, BN16 3EY. 0903 850378

CUT, TICK & POST.....CUT, TICK & POST

Telephone or Fax Hotline (0702) 466933

PD Soft (AF42) 1 Bryant Ave, Southend-on-Sea, ESSEX, SS1 2YD

EDUCATION

❑X V13 PLAY & READ CHALLENGE (2) Education progs for the under 7's
❑X V546 KIDS PAINT A painting program designed for children. Includes various colours & speech.
❑X V584 FASTFACTS, Everything you ever needed to know about the solar system. WORLDMAP Produces diffenent sorts of Maps. PLANETS Instant locations
❑X V737 EDUCATION This is a set of Animations gives a basic knowledge on Steam Engine's, Four Stroke Petrol Engine's & The Gasturbine Engine (3)
❑X V776 AMOS LESSON 1 The best Amos Tutorial program. (APD151)
❑X V792 KIDS GAMES Includes Geography, Math, Sicence and Word Games. Also contains Wheel of fortune.
❑X V793 AMIGA BEGINNER You asked for it! A tutorial for the beginner on using your Amiga! Covers CLI & Workbench, its great for learning about the Amiga
❑X V824 ELEMENT v3.0 A very nice interactive display of the Periodic Table of Elements. Education Product
❑X V825 WORLD DATA BANK v2.2 Using a database of coordinates compiled by the CIA this program plots world maps in cylindrical or spherical projects, with various degrees of magnification.
❑X V849 LANGUAGE TUTOR v1.0 Contains Instructions on Spanish, French, German and Italian.
❑X 2702 SNAKES & LADDERS The classic board game Now on the Amiga
❑X LP8 WORK & PLAY: CLICK CLOCK for Learning the time. LET GO SHOPPIN for simple Division / Multiplication. FUN TIMES TABLES Teach times tables. £4.99
❑X LP10 WORD FACTORY a program to help kids learn to spell. £4.99
❑X LP29 BIG TOP FUN Contains four programs to help children with words & pictures. £4.99
❑X LP37 ROCKET MATHS Times Tables, Take away, Add up & Divide. £4.99
❑X LP45 MUSIC BOX Excellent to introduce music. ages 7+ £4.99
❑X LP59 PREHISTORIC FUN Who likes Dinosaurs four excellent parts £4.99

VIDEO PRODUCTION

❑X V48 TV & VIDEO GRAPHICS (8) Packed with background screens for your video productions, Different types of graphic styles. Peel, takes an IFF Pic & peels it down the screen.
❑X V86 VIDEO PRODUCTION 1-2 (2) Packed with video & Genlock utilities.
❑X V415 VIDEO SCREENS : 1 Back ground pictures for video production
❑X V517 VIDEO & AMIN : VIDEO DB, A program for keeping track on your video tape collections. RTAP, Lets you play large anims on small mem machines.
❑X V518 IMAGE LAB This program is like a mini Art DEPT. Tools On Tap Does fades, colourbars & gray bar.
❑X V519 VIDEO: STILLSTORE Used to create over the shoulder graphic inserts like the 9'0 clock news.
❑X V636 VIDEO: SHADES & FADES ANIMFADER, A utility to fade screens in & out. SUPERVIEW Will display IFF pictures. TURBOTITLE Create subtitles.
❑X V677 ANDROIDS VIDEO BACK GROUNDS Selection of B/G Pictures.
❑X V687 VIDEO WIPES A collection of IFF Brushs & background graphic effects.
❑X V693 HARLEQUIN VIDEO ART & FONT DISKS A video production with excellent backgrounds & Fonts (3)
❑X V818 INSCRIPT v1.1 Produce video titles. Features include fully editable text entry, IFF Pics as back grounds, Unlimited number of fonts loaded, outline support (WB2.04), text styles & cycling, all resolutions.
❑X V829 VIDEO PRODUCTION 3-4 This is the latest collection of the New video related utilities. Excellent (2)
❑X L27 VIDEO: REAL 3D TEXTURES Contains various excellent Textures like Black marble, brick Work, Rough Ice, Marble, Tiles, Water ripples & Wood. £3.50
❑X LP75 VIDEO LAB v1.0 Simple to use video titling package. Genlock is not required. Req Two Drives £4.99
❑X FFP9 FLETCHER FONTS A three disk pack of 50 - 100 point 16 colour Video Fonts. Includes templates £9
❑X FFP10 FLETCHER FONTS A three disk pack of 50 - 100 point 16 colour Video Fonts. Includes templates £9 *

VARIOUS UTILITIES

❑X V16 FISH TANK SIM A program that simulates an aquarium.
❑X V109 PRINT STUDIO Excellent for printing pictures or text.
❑X V191 MASTER VIRUS KILLER Virus Checker & Killer. With Excellent options.
❑X V194 M.R.BACKUP HD Hard disk back up program with compression
❑ V215 DISKMASTER v3.2 Copies files from one disk to another. DISK SALV Corrects & repairs bad tracks.
❑X V262 DUPLICATION & BACKUP Super Duper,Turbo copy, Sanity copy & PCopy. Four new disk copiers.
❑X V277 FORTRAN-77 v1.3c Compiler, linker & run time support libs.
❑X V279 CROSSWORD CREATOR Creates crosswords. UPDATED VERSION.
❑X V284 MCAD PROGRAM The Object Drawing Program. ie C.A.D.
❑X V298 NORTH C v1.3 (2) C language / Amiga. Includes all files required
❑X V301 EYE OF THE BEHOLDER HINT BOOK Inc Introduction, Back ground, Maps, Strategy & Solution.
❑X V323 ANALTICALC SPREAD SHEET (2) The best spread sheet.
❑X V332 AMIGA PUNT PROGRAM Predict which horse will win the race
❑X V339 SPECTRUM EMULATOR Data Disk 1: The Adventure Classics
❑X V350 BUSINESS CARD MAKER Design your own Business cards.
❑X V366 600 BUSINESS LETTERS Over 600 Standard Business letters
❑X V390 DESK TOP PUBLISHING Includes various extra features like a Text Editor & Graphics editor & more
❑X V392 AMICASH BANKIN The best bankin program that I have ever used on the Amiga. Very easy controls.
❑X V394 CHEMESTETICS v2.06 Program that draws molecules using the calotte model. Excellent effects.
❑X V401 WINDOWBENCH v1.0 (2) An excellent Workbench 2 replacement / Upgrade for all WB v1.3 users.
❑X V413 WORKSTATION Not just another WB clone. It's a collection of utilities with the Workbench theme. (2)
❑X V417 SUPERBENCH & EXTRAS (2) An excellent replacement disk with more utilities than the original.
❑ V420 CURSOR BASIC COMPILER Compile any Amiga Basic program
❑X V423 C: COMMANDS This disk is filled with utilities which can be used in your Startup-sequences.
❑X V424 ANTI-FLICKER Said to stop the flicker in High Res mode during some Amiga program operations.
❑X V431 IMPLODER v4.0 Reduces file size for storage on hard drives our your own disk collections.
❑X V433 ANIMATION STUDIO An excellent Animation creator for you to make your own little animations
❑X V444 PRINTER DRIVER DISK III Now contains instructions on how to install them. includes over 90
❑X V445 JRCOMM v1.02 This is the latest version of the modem program.
❑X V479 CHESS & CHESS UTILITIES A collection of chess related Puzzles.
❑ V484 ADVENTURE SOLUTIONS (2) Solutions for various games.
❑X V489 AMIBASE PROFESSIONAL v2.0 Latest version of the excellent Database progam. NEW FEATURES
❑X V490 MESSY SID v2.0 Will read MS-Dos disks, Transfer any text files to & from the PC. So you can do work on an IBM or an Amiga & swap text.
❑X V493 DESKBENCH (3) This is an excellent Workbench replacement
❑X V499 STAR CHART v1.2 This is an excellent star plotting program with some interesting features.
❑X V515 A64 PACKAGE v2.0 DEMO (2) PD version of the 64 Emulator Actually runs faster that a 64. only runs 64 basic.
❑X THE COMPLETE A64 PACKAGE v2.0 With interface & Full Comerical software. Transfers disks from your original 64 disk drive. Now in stock for £44.99 This is a Full regersted version of the Shareware program.
❑X V521 PLOTTING & GRAPHICS PLOTXY, A powerful full featured plotting prog. PLANS A computer aided drafting prog. Requires ARP
❑X V522 ARP V1.3 : Conman v1.3c Makes many im-provements to Dos. Includes full developers guide.
❑X V523 DICE C COMPILER (2) Matthew Dillons full featured powerful C compiler & environment system.
❑X V536 CATALOGUE UTILITIES A collection of utilities used to Catalog disk/ Video & Tape collections (2)
❑ V554 R.S.I. MUSIC MODULES (2) Another selection of music from RSI.
❑ V556 RED SECTOR HELP DISK HelpS you use the RSI Demo Creator.
❑ V560 DUPLICATION & BACKUP II A collection of copiers like Amiga Copy, Coder copy, Pcopy, Rattlecopy.
❑ V567 PRINTER DRIVER GENERATOR A selection of utilities with various excellent Printer Driver Generators.
❑X V569 DUNGEON MASTER MAPPER Creates maps of dungeons, lands which can be used in AD&D.
❑X V571 WHOM II v2.02 (2) The Dr.Who database program. Gives all info on Dr.Who progams.
❑X V573 FILE & HD MANAGEMENT (2) : HDCLICK v2.0, A program selector to make Hard disk Menus. Starts with gadgets. FILE MINDER, Utility for maintaining files & Directories. DOSCONTROL, Tool that combines the functionality of many separate tools.
❑X V575 HOME BUSINESS PACK Excellent selection of utilities based on word processing, Data Manag-ement, Spread Sheets, Accounts & Printing. (6)
❑X V583 ICONEDITOR III v2.0, Can create Icons upto 640x200 pixels. icons, Edit & Create any Amiga icon.
❑X V587 GELIGNITE FONTS (2) A selection of fonts for use with any DTP Package or Dpaint disks.
❑ V604 PD COPY v3.0 New disk copy with some extra commands & quick copy modes buit in. (1Mb)
❑X V605 PRO CALC v1.0 Offers the C or Machine code programmer a 68000 or FFP calculator when is use. (1Mb)
❑ V606 SAMPLE MAKER v1.0 This works specially for those who are not able to make samples with a sampler.
❑ V607 PRO TRACKER v2.2 Written by Lars Zap Hamre. Another update to the Ultimate sound making program.
❑X V610 GOLF SCORES v1.84 It will record each round you play, Store it, make up an eclectic score NEW!
❑ V611 FOOTBALL LEAGUE EDITOR v1.0 Want to update your teams league position as the results come in.
❑X V620 ASPICE v3.2 Circuit Analysis A full featured program for electric circuit
❑X V621 EDWORD v2.2 is a fully featured & operational Word processor
❑ V624 NIB COPIER v2.0 Will copy in AmigaDos, Index Nibble modes, search mode & special parameter copy.
❑X V625 NCOMM v2.0 Contains, LHArc v2.0, LHArca v1.02, Zoom v5.40, DMS v1.03, LHA v1.11, LHASFX v1.11.
❑X V627 DPAINT FONTS No's 1-3 (3) The latest selection Fonts for use with any IFF Painring / DTP Program.
❑ V635 IBeM EMULATOR v1.05 Is a CGA Colour IBM-PC Emulator written to run on any Amiga. Shareware version
❑X V639 RADBENCH PLUS v2.0 Not just an update a completly NEW
❑X V645 UEDIT v3.a Word Processor with learn modes, Online Help, A teach Mode, copy & paste and more.
❑X V647 HACKS A selection of WB Hacks that have been reviewed in CU
❑ V648 TITANICS CRUNCHER v1.0 Cruncher with help & various protect modes includes speed changes.
❑X V649 WP & SPELL CHECKING A Collection of utilities to help with your word processing needs. Spellcheckers
❑X V650 CHECKBOOK ACCOUNT Will manage your bank account with easy.
❑X V659 COMPUTER DIAGNOSTICS v9.1 Is there a problem with your computer! Then what is it.
❑X V660 HOME MANAGER This is a great all in one address book with an inventory database & To-do list
❑X V661 MODELLING : VERTEX Allows you to create 3d objects without using the X, Y & Z views. Loads Sculpt 3d/4d & Turbo Silver.
❑ V662 DCOPY v3.0 PRO You can select the speed of the disk drive, Copy modes, Dos, Nibcopy, Ver & safecopy. Loads of other features.
❑X V666 MODELLING OBJECTS Contains over 20 vector objects in Image format. Perfect with Disk V661
❑X V667 STAR TREK OBJECTS Contains the USS Reliant, NCC1701D. Image format. Perfect with Disk V661
❑X V670 ANDROIDS FONTS 1-7 Self installing font disks for use with DPaint programs (2 Drives Rec, 7 Disks).
❑X V678 DRAW MAP v4.0 (2) Will now generate any 16 colour palette with user control, New features include larger maps with national boundaries, improved help & printing. 2Mb Other versions (1Mb ❑X V263) (1.2Mb ❑X V526 (2)).
❑ V680 DISK OPTIMIZER v1.0 Re-Creates Disks for faster Loading.
❑X V681 GAME TAMER v2.2 Get a hold of that extra hard game & Cheat with Game Tamer v2.2.
❑X V682 DEKSID v2.05 Hexa & Ascii Editor for use with your Amiga. Full Program but still Shareware $15
❑ V683 SUPER LOCK v1.01 Seal your disks / Hard drives for your eye's only. Protects with a Password.
❑X V684 FONT FARM A collection of utilities based around the subject fonts. Character Editor v1.0, Font master v1.0, ShowFont v3.3, Set Font
❑X V685 ASTRO PRO ASTROLOGY The best Astrology program on the Amiga by far. See Amiga Shopper
❑X V686 MULTIDOS v1.12 This is another must for people with PC disks. After this program has been installed your Amiga drives can read IBM Disks.
❑X V688 MAGNETIC PAGES v1.30 This Shareware program will create disk based magazines with graphics.
❑@ V690 WB v2.04 UTILITES (2) This set contains the programs that should have been with WB 2.04+. They take full advantage of the many NEW capabilities that are available.
❑X V692 RACE RATER v1.6 An excellent program for people who want information about horse races.
❑X V696 POST v1.7 An excellent PostScript inter-preter for the Amiga which implements the Adobe language. Requires v39+ & ConMan v1.3
❑X V698 AGRAPH v2.0 Brings the world a cheap draw Bar, Line, Area & Pie chart production/ presentation program.
❑X V700 PERM CHECK (PLUS): Is designed to take the chore out of checking plans for winning lines.
❑X V701 STRATA v1.0 Is a landscape generating program. It allows printing of them from any angle, from any position, & with any magnification.
❑X V702 EASY RAMOS FOR EASY AMOS This is the first update for Easy Amos user's. Requires Easy Amos
❑X V703 AMOS UPDATER DISK v1.34 This update is a major update to the software, For example, you can now directly update a version of AMOS installed on a hard disc.
❑X V704 AMOS COMPILER v1.34 Second AMOS Compiler Update.
❑X V705 MED v3.21 Excellent update to the famous music program Med.
❑X V707 SCALEABLE CLIP ART This is completely new scaleable Clip pictures for Pro Draw (NOW 1 DISK)
❑X V710 AREXX TUTORIAL Includes several sample Arexx scripts & sample progs. ARexx comes free on all WB v2.04+ Workbench Disks.
❑X V711 UNIX Contains a working demo of Minix, A Unix workalike. Minix is system call compatable.
❑X V712 PROTEUS BBS An excellent program for modem & Hard Drive used to start thier own BBS
❑@ V713 COMUGRAPHIC FONTS Contains 2 clipart style fonts & 4 actual typefaces for use with WB 2.04+ & desktop publishing &/or video projects.
❑X V715 THE COMPLETE BIBLE With the entire text of the New Testament & Torah (Old Testament). 1Mb (3)
❑X V718 SPECTRUM EMULATOR v1.4 Which is NOW!! 3 times faster. Requires a spectrum computer once.
❑X V719 FREECOPY v1.8 Removes protected games copy protection so that the user can install them on HD.
❑X V720 DISKPRINT v3.51 A label database which printers & stoes disk labels. combined database & print utility for disks. Works fine with every printer.
❑ V723 BOOT INTRO CONSTRUCTION SET Create excellent Boot intros.
❑X V724 PRINTER DRIVERS v4 This is an updated Drivers disk : Canon LPB, Canon Bubble jet's & Star 9 pin.
❑X V725 THE SUPER KILLERS v2.6: BOOT X v4.50 This is the best virus killer disk to date, kills over 262 virus & may be more. Includes many others
❑X V727 ART OF MED 2 A another excellent select of Med tunes.
❑X V730 ICON MANIA An excellent selection of Icon clip Art for your WB Disk.
❑X V731 AMOSBROT v1.1a This update has even more fractal types which include Logistic Equation, Coast lines & trees see As for reviews
❑@ V732 WORKBENCH v2.04+ UTILITIES 3 DCopy, Boot menu writer, F-Pic, Scenery, Huge, QED.
❑X V733 SOFTWARE LISTER v1.6 This program is designed to keep a track of your Software collection.
❑X V735 MEMORY MANAGER v1.1 Select any amount of Chip / fast ram
❑X V740 POWERBENCH v1.2 The WorkBench disks with more Power. This 2 disk set has been cruched & Opimized for maxium storage. (2)
❑X V742 ONLINE v1.4 Program will allow you to find cheats within games.
❑@ V743 TERM v2.0 Best Communications program for use with WB v2.04+ (2)
❑X V745 THE PROFESSIONAL C MANUAL v3.0 This is the largest collection of documents, examples & utilities in C for the Amiga. It consists of six manuals, with more than 40 chapters, 175 fully excutable examples complete with source codes. Full instructions for C ❑ (12) Uncrunched & only ❑ (5) crunched Disks F691-F695
❑X V757 AMIGADEX v1.61 Creates / converts your Amiga into a card Database system. Very well done.
❑X V758 TEXTPLUS v4.0e Another update of this excellent Word processor program. Needs Uncrunchin
❑X V759 TEXT ENGINE v3.4 Updated version of the Word processor with AZSPELL. Excellent spell checker
❑@ V760 BOOTX v5.03 An easy to use boot, file and link virus killer. Has lots of options to detect & kill Amiga Viruses.
❑ V761 A-GENE v4.18The latest version of the popular genealogy database program. By Mike Simpson
❑X V762 BBASE v5.5 Simple database will extra features like fast searches, mailing label support, and best of all it's easy to use. Max 9 Fields
❑X V763 GRAPHIC PRODUCTION Contains Scenery, LandScape, Land build v3.2, Cloud 9, Genesis demo.
❑X V765 MEGACOLOUR v1.0 A program which transforms a B/w screen into a full colour screen (320*256,64)
❑X V769 WORD POWER Is an excellent spell checker / Database
❑X V770 ACCOUNT MASTER v1.02 Excellent Amos written Account program
❑@ V773 WB v2.04 WINDOWBENCH v2.0 Excellent Workbench replacement for all WB v2.04+ Rom Users (2)
❑X V777 VOICE CLI The idea is to control the CLI/Shell with your voice
❑X V778 RAYSHADE v4.0 Complex Ray tracing package 2Mb (3)
❑X V782 FORMS Create, Edit, Draw , Colour & print your own forms
❑X V783 PROGRAMMING TOOLBOX Many programs to help in your development efforts (most C but some in basic)
❑X V784 AREXX (2) Two disks which contain Arexx programs & examples
❑X V786 PASCAL This disk contains everything needed to program in Pascal. Includes a68k 68000 assembler & more.
❑X V787 PROGRAMMER TOOLS GadTools to design your user interface to your own programs using all of Amiga DOS 2.0+s new features. Also RegTools.
❑X V788 RELIGION Contains scripure_Mem aids for memorizing verses & passages Pauls Journey.
❑X V790 ANIMATION UTLS Includes CyroUtils for splitting, combining, and creating animations from IFF picture files.
❑X V791 DIRECTORY ULTS Includes the most powerful and highly recommended programs which are designed to make CLI & Shell tasks virtually obsolete.
❑X V794 GRINDER A complete graphic conversion package that supports GIF, JPeg, Atari St (Neochrome / Degas), PCX, Targa, TIFF, Ham-E and IFF Format pics.
❑X V795 ABC ADVENTURE CREATOR You can create your very own adventures within Amos. Program by Chris Beeson.
❑X V796 ADDRESS & BOOKBASE Two database programs for recording your Address & Books. Specially designed
❑X V797 EASY AMOS PROGS (2) Contain source code for use with Easy Amos.
❑X V799 ADVENCED UTILs SerNet & ParNet, Connect 2 Amiga & share resources via the serial / Parallel ports. Mymenu Puts menus on your Workbench screen.
❑X V800 ARCHIVERS II This disk is packed with the latest Archivers to date.
❑@ V806 WB v2.04 UTILITES (2) This is the our second double disk collection of WB v2.04+ utilities that take advantage of the NEW machines capabilities.
❑X V809 MEGA CHEATS v2.1 This disk contains the very latest cheats.
❑X V811 ELECTROCAD v1.42 & PROTOYPER Another Updated on the cad / Electronics drawing Programs.
❑X V812 CANON This disk contains Printer Drivers & Canon Studio, Gives better print output for any 9 pin printer.
❑X V814 PC TASK v1.11 is a software IBM-PC Emulator. Allows you to run the majority of IBM software with NO additional hardware. CGA Colour NEW UPDATE
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❑ 1747 LLAMATRON GAME 2001 By Jeff Minter & an excellent production.
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❑X 1870 PATIENCE'S This is the best version to date. DOMINOS, Play vs the computer or another player.
❑X 1977 POM POM GUNNER Shoot down the incoming world wor II air planes in this Operation Wolf game
❑ 2018 JETMAN Another Spectrum classic converted to the amiga. It's JetPak with all the original sounds.
❑X 2022 SEA LANCE The first Silent Service type sub war game on PD
❑X 2054 ATIC ATAC A rendition of the game from the original Spectrum
❑X 2162 BATTLE OF BRITIAN WAR GAME 2 Strategy war games which both need loading through Wb.
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BUSINESS

All ok on A1200 except PB006!!
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PB002/3 ANALYTICALC Superb spreadsheet!+ (2)
PB004 ASI LABEL PRINTERS 3 of the best+
PB005 BANKIN control your cheque book! +
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PB015 TEXTPLUS V3.00 The BEST Wordprocessor +
PB016 UEDIT ISSUE 3 NEW VERSION Text Editor+
PB017 VISICALC SPREADSHEET Simple to use+
PB018 WORDWRIGHT Wordpro with spellchecker! +
PB019 BUSINESS LETTERS contracts, letters + more+
PB020 TEXT ENGINE 3.4 NEW Version !!! +
PB021 AMIBASE PRO. Powerful easy to use Dbase +
PB022 BBASE II v5.5 A fast & easy to use database+
PB023 FORMS REALLY UNLIMITED form creation prog+
PB024 LAST WILL & TESTAMENTS Just in case !+
PB025 EDWORD Brand new wordpro - V.good +
PB026 AGRAPH Superb Program graphing data +
PB027 BOILERPLATE Business letters & Wordpro +
PB028 LITTLE OFFICE Intergrated Wpro,Sst,Dbase,Gfx+
PB029 ADDRESS PRINT Good label printing program! +
PB030 THE MONEY PROGRAM Home accounting! +

UTILITIES

PU002 A-GENE Good geneology program +
PU003 A68K 68000 Assember program
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU005 AMATEUR RADIO 1 Interest to radio hams +
PU010 ARP 1.3 Amigados replacement project! +
PU012 ASI GRAFFIX UTILS graphics convertors etc+
PU013 ASI BOOT UTILITIES bootblock utilities +
PU015 BIORYTHMS, STARCHART 2 Good programs+
PU017/20 C-MANUAL II (4) Learn to program !!!
PU021 C-LIGHT RAY TRACER Good program+
PU022 CHEMESTHETICS molecule displayer +
PU036 CURSER BASIC COMPILER Just what you need!+
PU037 D-COPY The best PD disk copier & more +
PU039 DBW The foreunner to Skulpt 3D !!! +
PU040 DEMOLISHER 168 UTILTIES - MEGA !+
PU047 DOPE INTROMAKER Make your own intros+
PU048 DYNAMITE FONTS II CutNPaste fontscreens
PU049 DYNAMITE FONTS More CutNPaste Fonts
PU055 ELECTROCAD DEMO circuit designer +
PU056 EXILE FONTS Excellent CnP fonts+
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+
PU062 GRAPHICS UTILITIES Various misc. programs+
PU063 HAMLAB Convert VGA PC >IFF/HAM +
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more +
PU065 ICONMANIA Program icons & more !+
PU066 ICONS Cramm packed with icons !+
PU067 IMPLODER V4.0 Megacrunching Util+
PU071 JR COMM 1.02 Modem users comms package
PU072 METALLION UTILS Font Editors & more utils+
PU073/76 KING JAMES BIBLE Old&New testaments (4)+
PU077 LANGUAGES DISK Forth, Modula 2, X-Lisp Logo+
PU078 M-CAD Hires design package. Excellent +
PU080 MESSY-SID Read/Write PC Files, Brilliant!+
PU083 MORSE PROGRAMS for the radio hams.
PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+
PU088 NORTH C 1.3 This is the packed 1 disk version!+
PU089 PASCAL COMPILER needs a good CLI knowledge+
PU091 PENDLE 200 MEGAUTILS An essential collection+
PU095 PRINTER DRIVER GENERATOR & new drivers+
PU096 PRINTER DRIVER UTILITIES Various utils etc.
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+
PU108 ROT A simple 3D drawing package.Very popular.+
PU109/10 (2 disk) Structured clipart for Ppage +
PU112/3 SOMETHING FOR NOTHING Video Utils&Fonts+
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2)
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+
PU129/30 VIDEO APPLICATIONS Video utilities+
PU136 ZX SPECTRUM EMULATOR Now with sound +
PU139 GRAPHICS CONVERTERS PC>AMiga gfx Converter
PU140 LITTLEBENCH File copier & utils Dos2 only
PU141/2 TAROT II Learn about your stars !+
PU143 OPTIUTILS 1 Crammed full ! Get it+
PU144 OPTIUTILS 2 Get this disk too ! +
PU145 OPTICOMMS 1 Ncomm 1.921 Lharca, Zoo Arc+
PU149 ELECTRONIC PROTOTYPER Veroboard designer
PU150 FOOTBALL LEAGUE ED Update league positions
PU151 BROTHERHOOD UTILS 1 Dcopy,Scenery,Qed +
PU152/66 CLIPART SET: 15 Disks of the BEST clipart +
PU167 MULTI-PLOT Superb data plotting program ! +
PU169 GELIGNITE FONTS CutNPaste fonts+
PU170 P-SUITE Disk magazine maker+
PU171 OPTICOMMS 2 Ncomm 2 & more +
PU172 WORDPOWER Solve Anagrams/Crosswords+
PU174 ASTRO 22 professional astrology program! +
PU175 GELIGNITE FONTS II Excellent IFF fonts+
PU176 GELIGNITE FONTS III More of above!!+
PU177/8 BENCHMASTER Windowsbench & Messysid!!
PU182 STOCK ANALYST Technical analysis program+
PU183 AMYGEN Excellent geneology program+
PU184 PROCALC V1.0 professional calculator!
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+
PU189 TRONIK VIRUS KILLERS 21 virus killers & docs
PU191 LANDBUILDER fractal land generator+
PU192 SID 2 Get this ! directory util !!! MEGA!+
PU197 MOBED 2 Dpaint for Sprites & bobs+
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +
PU201 MALICE FONTS Excellent tiny fonts for Dpaint+
PU202 CYCLOPS Weird Plasma/fractal creator ! +
PU203 SCOPE 184 utils & clips for Ppage
PU205 PC TASK Wicked PC Emulator Get it !!! +
PU207 MULTISID Combines SID2 & Multidos(PC>AMIGA)+
PU208 ASI HANDYTOOLS 3 A mega compilation of utils
PU209 FRED FISH CATALOGUE contains FISH 1 - 680 +
PU210 PCQ PASCAL Latest version of this Pascal compiler+
PU211 AMIGA PUNT A horse race predicting program!!! +
PU212 PERM CHECK PLUS This is a pools prediction prog
PU213 RACE RATER Another horse racing program!! +
PU214 DIR WORK A Sid type file copying program! +
PU215 CAPTIONATOR Superb shareware video titling! +
PU217 BROTHERHOOD UTILS 2 More utilities for the plus!+
PU218 ORDER Excellent demo of this commercial Dbase+
PU219 WBHACKS+ Good collection of hacks for + owners+
PU221-225 8 COLOR ICONS Hundreds of new icons +
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2) +
PU228 PROBABLY RIPPER Create disks easily with this!+
PU229 JPEG 24 bit graphics compression utility disk! +
PU230 MORE PRINTER DRIVERS Yes new printer drivers!+
PU231/5 PAGESTREAM FONTS 5 disks of super fonts!+ (5)
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full! +
PU238/9 M.O.R.C. Mouse operated rune caster,oracle !+
PU240 FREECOPY V1.4 A powerful disk copying program! +
PU241 CALORIE BASE Useful for people on a diet!+
PU242 TEXTPLUS PROFESSIONAL 4 needs hard drive!+
PU243 ASPICE Circuit analysis program!+
PU244 BON APPETIT This is a recipe database program! +
PU245/256 C MANUAL Latest version on 12 disks!!!! (12) +
PU257/61 PAGESTREAM FONTS 2nd set of fonts!+
PU262 RICHARD SMEDLEY COMP II Mortgages etc!+
PU263 LYAPUNOV Fabulous & unusual fractals!!+
PU264/8 OUTLINE FONTS For Pro pagev3 ONLY!!+

ANIMATIONS

PA031 BASKETBALL A basketball player 1 Meg! +
PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+
PA046 FRANKLYN THE FLY Day in the life of a fly! +
PA048 GYMNAST ANIM Gymnast swings on bars! +
PA053/4 LIGHT CYCLES (2) Tron animation+
PA056 MAGICIAN II Good RT animation+
PA060 NEWTONS CRADLE RT animation +
PA065/68 REAL 3D (4) Superb of the program+
PA069 REAL THINGS HORSES DEMO Demo anim! +
PA072 THE JUGGLER A classic amiga demo!+
PA074 THE WALKER vs The Helicopter - Mega !+
PA075 THE WALKER vs A2000 A classic ! +
PA082 TIN TOY ANIMATION Ray traced tin soldier! +
PA085 JET ANIMATION Fractal Flight but better! +
PA086 FRACTAL ANIMATION full screen low flying anim! +
PA090 TOO MUCH 3D Ship flys out of monitor!! +
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+
PA094 AMY JOGS,WALKS & SNEEZES by Eric Schwartz! +
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +
PA097 A SMALL STATION AT KHERNE New 1mg version+
PA098 EASTER ISLAND ANIM A nice fractal animation!+
PA099 ATF AGILITY new ES anim, very witty as usual+
PA100 VTOL CONTEST Check out this new ES anim ! +
PA101 DOLPHIN DREAMS Great Dolphin anim! +
PA102 BATTLE OF BRITAIN Amusing short anim!+
PA103/4 KINGFISHER 2 Superb bird animations!+

AGATRON

AGA01 RED LOTUS Spinning down the road. Fantastic !+
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible+
AGA20 Huey 2 A helicopter leaving a landing pad.+
AGA21 ENTERPRISE DOCKING WITH SPACE STATION+
AGA22 ENTERPRISE APPROCHING stunning anim ! 1M +
AGA23 FLEET MANOEVRE Stunning animation! 1m +
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg +
AGA31 PORSCHE anim rising out of table 1 mg. +
AGA33 PROBE Bird of prey animation & Klingonhit! 1m+
AGA35 SPACE PROBE, great anim of probe zooming off!+
AGA36 BIRD OF PREY, loop the loop animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG)

POWERANIMS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES Cute anim of Amy squirrel 1.5M
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M!
PP021/24 LANDING (4) Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo 3M
PP046 SWEET REVENGE Coyote vs Roadrunner ! 1.5mg+
PP048/9 A DAY AT THE BEACH Stunning ! 2 Mg
PP050 UNSPORTING Wicked aerotoon from Schwartz+ 2M
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.
PP053/4 CHARLY CAT AT THE BEACH 2nd fab anim 2mg!
PP055/6 APC MISSION Superb walker & tank battle 3mg!
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual 2mg animation!

DEMOS

PD005 AMOS 3D DEMO Shows some great effects!+
PD018 CHAOS ROCK Fab light show with fractals!+
PD064 NEWTEK DEMO 3 exellent demo!(2)+
PD068 PHENOMENA ENIGMA Absolutely brilliant!+ok 1200!
PD076 PLASMUTEX Good plasma & great music +
PD094 SCOOPEX MENTAL HANGOVER A classic+
PD097 SILENTS GLOBAL TRASH Incredible!!+
PD113 VANGELIS DEMO Fab music & color cycling!+
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD139 TRACKERS POWER & AGONY Unusual vectors! +
PD142 FINAL CONFESSION Music & Plasma effects!+
PD143 CAT Silents & Crionics demo for cat club +
PD159 ANARCHY IN THE KITCHEN Some good FX Fab!+
PD162 ALCHEMY MARCHWITH Very good new demo+
PD164 DESIRE MENACE Good Psycho rave demo +
PD165 DARK DEMON Mega new demo .... get it+
PD170 PIECE OF MIND Good 3D vector effects. +
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+
PD174 ANARCHY DEJA VU Some more superb effects!
PD175 REFLECT SOUND VISION Super effects & music!
PD176 CHAMELEON DEMO Very nice vector demo!+
PD177/8 TRSI TIME ZONE New, some good effects!+

MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs+
PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. +
PM013 ANARCHY CAPTURED IMAGINATION Nice music!+
PM016 BEATLES SONIX Nice music +
PM018 BEATMASTER I LOVE TECHNOLOGY Rave music+
PM019 BRUNO's MUSIC BOX II Superb jazz funk music +
PM020/21 BRUNOS MUSIC BOX III Jazzfunk. Get it ! +
PM022/23 CLASSICAL MUSIC Bach, Handel etc +
PM027 D-MOB MUSIC 3 House music remix, good! +
PM030/34 DIGITAL CONCERTs 2-6 Excellent house/dance
PM035 DIGITAL DEBUSSY Great Rob Baxter conversions!+
PM036 DIGITAL DEBUSSY 2 More classic Debussy music!+
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music!+
PM059 MANIACS OF NOISE This is brilliant!+
PM065 PHENOMENA MUSIC DREAMS 1 20 fab songs +
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good !+
PM090/91 MOZART HORN CONCERTOS 4 by H.Gammon+
PM092 PIANO TUNES Nine piano songs- good +
PM096 STAIRWAY TO HEAVEN Rendition of the song+
PM105/6 KEFRENS MEGAMIX Fabulous dance music+
PM114 UPROAR SPLIT BEAVER MIX rave megamix +
PM115a/b CHROME Brilliant music disks !
PM121 NIGHTBREED MUSIC DEMO 8 Rave music demo +
PM122/4 PLAYSID 2 (3) You must get this !!!!! +
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise +
PM134/5 SOUNDS OF SCIENCE (2) Absolutely Brilliant!+
PM137 KEFRENS MEGAMIX II Very good !! dance music!+
PM141 HARDLINE MUSIC 7 groovy synth-style tracks +
PM143 FALCONS MUSICBOX 2 Average music disk+
PM150 DESKTOP HARPSICHORD RECITAL Classics! +
PM152 PARADISE: NO BRAIN NO PAIN Good for ravers!! +
PM153 BIZE: KILL DA BABE 6 tracks of rave music!! +
PM154 PULSE Yes, pulsating rave music again!! +
PM155 VINE G-RAVE 5 more good rave tracks!!! +
PM157/8 HEATBEAT UPDATE 9 great songs here!+
PM159 DECIBEL OVERLOAD 5 different tunes!+
PM160 FUSION MATRIX 5 rave type tracks!+
PM161 CYBERNETIX 19 songs packed on 1 disk!+
PM162 MORE MED TUNES Fab tunes by Alex Starrex!+
PM163 OCTASTUFF Some good 8 track tunes! +
PM164 OCTAROCK 3D More 8 track & 3d graphics!+

SLIDESHOWS

PS002 ADVANCE HAM Really stunning !+
PS008 AIRCRAFT SLIDE Pics of fighter aircraft! +
PS009 ASTRONOMY SLIDE very impressive !+
PS013 BORN TO BE FREE wild animals +
PS025/26 DIVINE VISIONS (2) Mythological+
PS030 FRAXION FUTURE VISION fantasy pics+
PS033 GERMAN RAY TRACE Superb See these !+
PS045 KELLY S/S Some quality HAM pictures. +
PS056 NEWTEK DYNAMIC HAM 640x512 4096 color pics+
PS062 NW DYNAMIC HAM Nik Williams Superb quality. +
PS067 RICK PARK'S ART Dpaint hires pics! +
PS069/70 SILENTS/CH 42 (2) This is superb!+
PS072 SUPER HAM CARS This is a must-Mega!+
PS086 SONIC 5 Superb D-HAM 4096 colour pics+
PS090 FRACTALGEN Incredible fractals etc +
PS091/2 FRACTAL MOUNTAINS Excellent stuff!+
PS093 VANISH 3D Awesome 3d ray traced +
PS094 INVISIBLE WORLD II Yuk Bedbugs And more !+
PS095 TOTAL CONCEPTS SLIDE Pics of forthcoming CLR+
PS100 ACE & DR BLOOD Good Real 3D pictures! +
PS101 ANALOGUE SLIDE Ray traced space pics +
PS102 ACCESS DESIGN Ray traced space pics +
PS103 DYNAMIC HIRES 2, 4 fantastic quality pictures!+
PS104 VGA PICS Some exellent quality pictures here!+
PS105 SCAN PICS Exellent quality pictures!+
PS106 BAHRAIN SLIDES Pics from the middle east!+
PS107 ALCATRAZ MUSEUM 18 super quality drawings!+
PS108 SANITY COMP WINNERS 10 Superb drawings!+

MUSIC UTILS

PT001 ALGORYTHMS Create weird midi tunes
PT002 ART OF MED Excellent !+
PT005 CASIO CZ EDITOR 250 patches ! +
PT006 DELUXE MUSIC DATA Midi music+
PT009 K1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. +
PT014 MED MUSIC DISK As it says !+
PT015 MIDI DISK Various midi stuff +
PT019 ROLAND D110 + S220 Converter program
PT020 ST-01 - ST-10 Samples--Ring for details
PT021 SOUNDTRACKER 2.6 Excellent, ok plus!+
PT022 SOUNDTRACKER COMPILATION Several versions!
PT025/6/7/8 ST-90-93 SAMPLES DISKS Studio quality+
PT029 YAMAHA DX7 VOICE FILER for DX7 synths!
PT030 YAMAHA DX7 VOICE SORTER for the above !
PT031/2/3 ST-87 - 89 3 disks full !+
PT034/5 ST-97 & 98 More samples !+
PT037 PROTRACKER 2.2 THE LATEST VERSION!!
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01 editors
PT039 SUPER SOUND 2 Add reverb & Fx to samples+
PT040 OCTAMED V1 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module player+
PT042 START IFF SAMPLES Superb ! Get this disk!!!!
PT043/5 HOUSE SAMPLES 3 disks full of house samples!

AMOS PD

APD036 AMOS UPATER Latest updater !!! v1.34 +
APD115 BALLOONACY Bomb the buildings !+
APD237 SHAPES Excellent kids game !+
APD257 CASSETTE LABELLER + MIXED SOURCE+
APD271 WIZARDS DOMAIN graphical adventure+
APD292 WAR OF THE FOUR graphic adventure game+
APD329 FRUIT MACHINE Good for the gamblers !+
APD333 AMERICAN FOOTBALL RADIO COACH!+
APD334 SNAKE IN THE GRASS Collect white mushrooms!+
APD347 NOTEBOOK & SHOPPING LIST Easy to use !+
APD363 FAMILY HISTORY DATABASE Latest version!+
APD373 COMPILER 1.34 UPDATE Amos compiler !+

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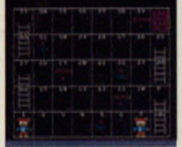
CLE01 TOTAL CONCEPTS DINOSAURS Have your children ever wanted to know about the ancient world of the dinosaur ? If so, then this is for you - an interactive encyclopedia covering jurassic, triassic & createaceous periods complete with pictures and information. This program is plus compatible and comes on 2 Disks. £4.50 +



CLE02 TOTAL CONCEPTS GEOLOGY Thit title is the second in the series of quality programs by Chris hill, using the GoldDisk Hyperbook system, it will guide you and your children on an interactive guided tour through the incredible world of volcanos, rocks and minerals. the program is very simple to use ! Geology is on 2 Disks £4.50 +



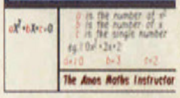
CLE03 TOTAL CONCEPTS SOLAR SYSTEM Now our most popular title ! This one invites you to learn all about the solar system, with information on all of the planets & systems with pictures supplied by Nasa, this is a superb educational package for children & adults. This title is so big it is supplied on Three disks and is priced at only £4.99. +



CLE04 KIDDIES COLOURING PAD This is a colouring book for young children and they wont get in a mess using it ! It is very simple to use with full instructions with the program. Simply pick a picture and colour it in ! Includes a save option, so once you have coloured you picture you can save it out to a disk to print out using Dpaint etc. Price £3.50 +



CLE05 A-CHORD So you want become the next Eric Clapton then this is just what you need ! This program will teach you nearly every single guitar chord including fingering techiniques, it will even *play* the chords using the amigas built in sound chip. A must for every single guitar player beginner and experts alike. Price £3.50 +



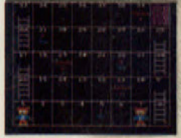
CLE06 THE AMOS MATHS INSTRUCTOR, A superb maths tutorial covering all sorts of mathematical subjects including trig, Quadratic, Simultanious, Inequalities, Volumes, Area, Vat & Interest and more. an excellent aid for GCSE students. Price £3.50 +



CLE07 TOTAL CONCEPTS FRESHWATER FISHING The latest in the seriies from Chris Hill, and the first in the hobbyist series, this super title describes baiting Perch Roach, Rudd, Carp, Bream & many other common freshwater fish. Ideal for the beginner or the hobbyist with many useful diagrams included! A superb title, on 2 disks Price 4.50+



CLE08 NIGHT SKY A superb introduction to the constellations, this program featurues over 1500 stars, and the sun moon stars & planets can be displayed as seen from any part of the Earth! Large scrolling screen, mouse or keyboard controlled, click on any displayed object for information. This superb title Comes on 2 disks & is priced at 4.50!+



CLE09 WORDS & LADDERS An exellent spelling program for 1 or 2 players, each player has a few seconds to spell a word correctly, the player who reaches the top of the ladder is the winner. The program has 10,000 words so some words can be quite long, however you can select the level! Will also provide printed output to a connected printer, 3.50!+



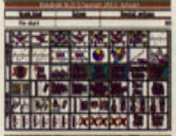
CLU01 VIDEO TITLER is a program that will allow you to create smooth scrolling video titles with the greatest of ease, programmed by Darren Mccaul, whose Starbase is due out soon, the program lets you use any amiga bitmap font, of which several are supplied, and scroll in any colour vertically up the screen. Essential for all video enthusiasts. £3.50 +



CLU02 FISH INDEXER If you have ever wanted a program, but have never been able to find it ANYWHERE chances are it's probably in the fish library, but rather than having to rake through thousands of lines of text, why not use the Fish indexer, a superb database of the entire Fred Fish library, with full search, print and more.Price £3.50+



CLU03 TYPING TUTOR A program here now for all you budding office clerks, learning to type can be a real pain, lessons cost a fortune, but not when you have an amiga ! This program will take you step by step through a full typing course, showing where to place your fingers and lots more. Before long you'll be able to type as fast as I can ! Price £3.50 +



CLU04 ALPHA GRAPH This is an extemely useful program for the production of pie charts, bar charts, Block scatter etc, very useful in conjunction with spreadsheets & other business programs, this program comes on one disk and is priced at 3.50!+



CLU06 SUPER SOUND III This is a superb program which can manipulate samples in almost any way you please, special effects such as reverb, tremelo, phasing, phlanging, echo are just a few of the things which are easily accomplished,the equal of expensive commercial software! Price 3.50!+



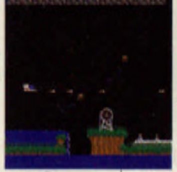
CLU07 PHILOv1.12 DATABASE A card system database. Supports up to 260 fields & 70 graphic lines per card. Some docs are included in the program itself, & example cards are included! Help files are accessible via the menu bar, a nice program & easy to use! Written in Amos. 3.50! +



CLG01 NORRIS A machine code programmed platform adventure starring Norris, help him journey his way through level after level battling beastly beasts and montstrous medieval men ! This game has a great atmosphere, and is immensley playable, it will have you addicted in minutes ! Price £3.50



CLG02 DARK THINGS Another excellent quality platform game along similar lines to MarioLand, you know - scrolly along, then run & jump kind of thing, so your kids will love it, we did, and we're just a bunch of of kids at heart ! Price £3.50 +



CLG03 PHASE 2 Superb sideways scrolling shoot em up, along similar lines to the all time classic defender, anyway you control a photon powered XZ-1B fighter and you must battle with the forces of evil ! The gameplay is brilliant and the scrolling and animation silky smooth, if you want my advice - buy it. Price £3.50 +



CLG04 X-SYSTEM This is a corker a superb multilevel shootemup, you know the type, blast your way through hoard after hoard of aliens and end of level guardians, it even has a built in platform game thrown into he bargain, programmed by the BadBoyz this is one of the best shootemups about, get it and prepare to be impressed. price £3.50 +



CLG05 TRUCKIN ON This is a new version of a PD game that was originally bugged to hell, the programmer has taken all the main elements of the game and re-programmed it in C, so its now fully playable truck driving simulation and management program. TO is a must for all you truckers out there and is supplied on 2 disks & needs 2 drives! 4.50.



CLG06 OBLITERATION This game has had many a rave review, programmed in machine coed its fast & furious arcade action as you work your way thru this asteroid infested game, blasting wave after wave of rocks, this game is utterly addictive and includes a bonus game MAD BOMBER which is as addictive as the main game. A must for all gamers ! Price £3.50



CLG08 DRAGON TILES This is an excellent puzzle game you have a huge stack of different icons which, using the mouse you must match up to make a level disappear, sounds boring but its actually very addictive, I was playing it for hours ! A Vast improvement on the PD version, Dragon tiles is well worth anyones couple of quid ! Price £3.50 +



CLG09 MOTOR DUEL Now this is just fabulous ! Martin would not leave this game alone for days, its a 3D car racing-chasing-shooting game, with guided missles and lasers, its by the same programmer as the PD game Battlecars, but its a lot better, play the computer (Mega difficult) or link up to anoth amiga for 1 on 1 action ! Price £3.50 +



CLG10 FUTURE SHOCK Use joystick to guide a spinning ball around the screen, avoid the walls and electrified pressure pads. Collect red batteries & yellow E's. Ten of each to be collected to advance to the next level. Passwords for level after level 1. Documentation on the disk. Price 3.50! +



CLG011 ALL GUNS BLAZING This is a two player car racing game viewed from overhead. You can also blast the other player's car with missiles, lay mines, oil slicks and smoke. There is also a facility to design your own tracks to your own satisfaction. Price 3.50! +



CLG012 BULLDOZER BOB The object of the game is to clear the screen of coloured blocks by pushing them together. Once they touch they disappear! You have a limited number of moves to clear the screen, and the difficulty increases with each level. This is definitaly a game for puzzle fans! Price 3.50! +



CLG013 PARADOX Yes- another good puzzle game, similar to Bulldozer Bob, but Mr Cool head is doing all the pushing! Push the coloured balls till they touch & disappear! There is a time limit for each screen & a variety of objects to collect but beware of traps! Very addictive game. 100 levels of gameplay! Price 3.50! +



CLG015 SPLODGE THE ESCAPE Great platform game. Splodge was going on holiday to Ganymede when the spacebus on which he was travelling was hi-jacked by Big hairy monsters! He was imprisoned in an old house behind a Rongart spaceport building! You must guide Splodge, solving puzzles & collecting coins to buy a ticket home to Jupiter. Price 3.50 +

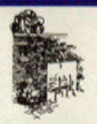


CLASSIC CLIPART

(Okay on A1200 / A4000.)

The clipart in this collection is very high quality, huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)

ART01 WEDDINGS Superb wedding clipart, 2 disks!+
ART02 HOUSES 2 disks, pictures of mansions etc!+
ART03 RELIGIOUS 3 disks full of holy clipart!+
ART04 WWI AIRCRAFT 1 disk of World war II planes!+
ART05 MEN 2 disks full of men at work!+
ART06 WOMEN 2 disks full of women clips!+
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ART08 BUSINESS Disk full of office clipart!+
ART09 OFFICE Another office type disk!+
ART10 STUDENTS Lots of student type pics!+
ART11 SALETIME Many useful logos etc!+
ART12 XMAS 3 disks of Xmas related pics!+
ART13 PUNCH 3 disks of cartoon pics! +
ART14 ANIMALS Fantastic quality pictures!+
ART15 CATS Only 12 pics but super quality!+
ART16 SILHOUETTES 18 super silhouettes!+
ART17 SCHOOLS 2 disks of school pictures!+
ART18 BABIES Clipart on a baby theme!+
ART19 SPORT 2 disks full of sport pictures!+
ART20 OLYMPIC Another sport type disk!+
ART21 MEDICAL 2 disks full of medical clipart!+
ART22 SEALIFE Pictures from the Ocean!+
ART23 DECORATIVE MONTHS Pic for every month!+
ART24 WACKY Funny comic type clipart!+
ART25 HOLIDAYS Holiday type pictures!+
ART26 BANNERS 2 disks full of banners!+







ART27 ART NOUVEAU FLOWERS Floral art!+
ART28 BUTTERFLIES Nice pictures!+
ART29 FOOD 2 disks on a food/kitchen theme!+
ART30 COLOURING BOOK Colour in Dpaint!+
ART31 BORDERS 2 disks, must load into DTP!+
ART32 MAC CLIP 2 disks high quality macart!+
ART33 HORNBACK Nice scenic clipart!+
ART34 TEDDY BEARS 2 disks of Teddy bears!+
ART35 VANITY FARE 2 disks fashion clipart!+
ART36 HALLOWEEN CLIPART Wierd clipart!+
ART37 SHOWTIME Dancing, singing etc!+
ART38 VEGGIES Vegetarian clipart!+
ART39 FLORAL 14 very detailed pictures!+
ART40 MYTHS Mythical images + zodiac!+
ART41 DOG WOODCUTS Super 300dpi pics!+
ART42 CAT WOODCUTS Great wildcat pics!+
ART43 AFRICAN WOODCUTS African animals!+
ART44 AMERICAN WOODCUTS More animals!+
ART45 ARTIC WOODCUTS Northern animals!+
ART46 FARM WOODCUTS Farm animals!+
ART47 MIXED ANIMAL WOODCUTS Nice pics!+
ART48 BIRDS WOODCUTS 18th century bird pics!+
ART49 MORE ANIMALS More superb pictures!+
ART50 ANIMAL LINEART Varied selection of pics!+
ART51 BOTANICAL ART Very detailed plant pics!+
ART52 FAMILY SCENES 2 disks of domestic life!+
ART53 GOLF HUMOUR 2 amusing cartoon disks!+
ART54 SPACE & TRANSPORT On a space theme!+
ART55 SOFTSCENE2 29 rural scenery pictures!+
ART56 SPORTS3 More pics on a sports theme!+
ART57 NAVY Lots of naval type pictures!+
ART58 TRAVEL 2 disks on a travel theme!+
ART59 ALPHABET Borders & alphabet clips!+
ART60 ACCENTS & FLASHES Burst stars & more!+

A1200?
A4000?

Yes folks, we are aware of these new Super Amigas, and are at present busily testing the library for compatability! Watch this space for some exiting disks for these machines coming soon from UPD!

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(%) = Magazine review score

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This superb pack now includes: Star Chart, Amigazer, Total Concepts, Astronomy, Gravity Well, Grav Sim, Orbit, Planet and Fast Facts on the solar system.

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- G6036 (P) (NEW) (92%) Total War (Perfect version of The Risk board game)
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- G6040 (P) (NEW) Revolution (Puzzle game - also 2 player tanks!)
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- G0644 (P) (82%) Amos Bingo (Print the numbers - Amiga calls)
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- G6046 (P) Amos fruit Machine II (More features than ever!)
- G6047 (P) Dr Mario (The classic console game)

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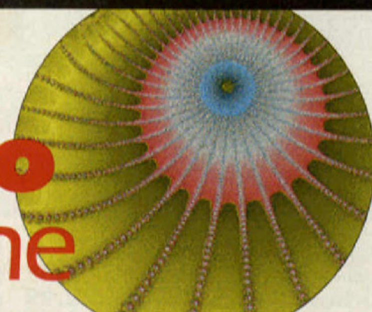
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PD Demo Zone



Interested in graphics, animation and sound on the Amiga? Want to know what everyone's doing on the Amiga scene today? **Andy Nuttall** takes you through PD demoland...

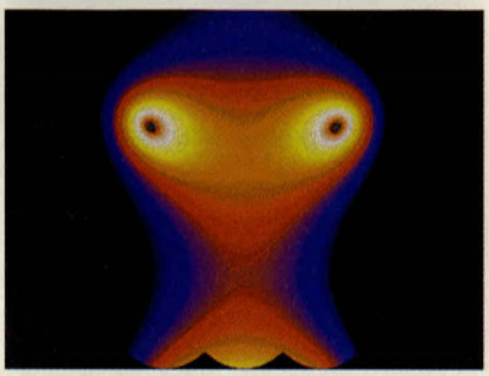
FRACTAL UNIVERSE

DEMO

NBS, DISK 13/S3



This beautiful image is a typical example of the displays made possible using *Fractal Universe*.



Looking like a scene from *Communion*, this strange frame shows the versatility of the CDTV package.

Fractal Universe is a demonstration of a CDTV disk by Croydon-based company Almathera, which takes you 'through the exciting world of fractals'. The CDTV disk, also called Fractal Universe, is a large slideshow comprising around 400 screens filled with pretty fractals. Also on the CD comes a talk-through history of fractals, and several fractal generators. This disk contains a selection of the images.

The first couple of slides aren't too hot, just some rather average examples of colourful fractals, and so this doesn't bode well for the others. Fortunately, apart from those two, the slides verge on the stunning. They are imaginitive, technically clever and original. Sometimes the fractals are displayed as as they were created, but others have been retouched to put them in a real-world scene.

Most of the slides on the demo are created in interlaced mode, so there is some flicker, but even on an ordinary monitor this doesn't really detract from the quality of the images. There's loads of colours, various resolutions, and some highly complex patterns – need we say more?

RAGING HORMONE

ANIM

17-BIT, DISK 2285

This animation is weird with a capital w... Some creatures from the animal kingdom of indeterminate species – let's call them rabbits, for the sake of argument – acting out a short play involving a male, a female and her inconceivably large mate. Think that sounds odd? Well, you're just about right.

Beginning with a secretary typing away at her desk, the story is about a male rabbit zooming up and leering at her in a highly chauvinistic manner – generally making a nuisance of himself. Enter her large husband, with a clap of thunder and a flash of lightning, to storm up and punch the lights out of the offending rabbit.



With a flash of lightning and a clap of thunder, the girlie's husband arrives with fists flying...



The chauvinist realises that he's just about to get manhandled, and prepares to make a swift exit.

ROAD HOG

ANIM

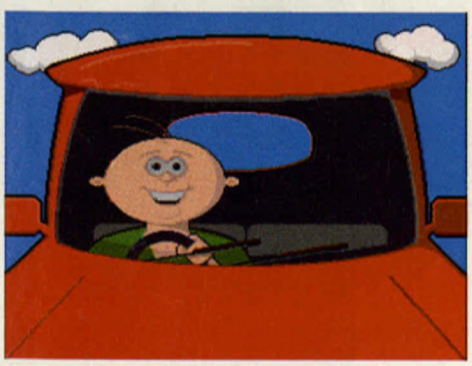
17-BIT, DISKS 2302 A&B
REQUIRES 1.5 MEG

In the last couple of months we've featured several animations from up-and-coming artists, such as Roddy McMillan and Craig Collins, which have generally been of excellent quality. This month we have several new talents arriving on the scene, and one of them is Hugh Grove.

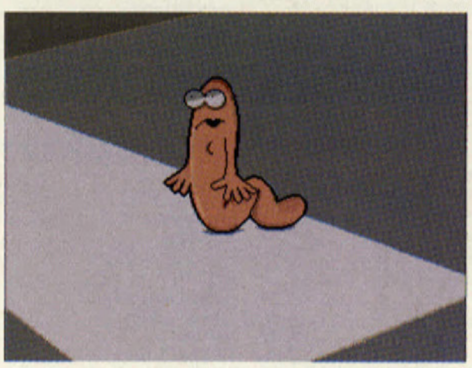
His animation, *Road Hog*, is nicely styled and well thought out. It uses uncomplicated graphics, which are colourful and cute, and has an excellent storyline. The first part shows a truck driver hell-bent on destruction of all living things on the road. Using his trusty Acme Animal Annihilator, he spots all animals for miles around, and proceeds to drive over them. The unfortunate victim in this case is a poor little worm, who was just minding his own business when – SPLAT! – along comes our friend with the wheels.

Having satisfied his craving for killing once, he goes on to the next part where the target is a tiny hedgehog. The atmosphere is built up as the truck approaches the helpless prey, curled up into a tight ball, and ends in a dramatic climax, which you'll have to buy the demo to experience...

This is one of the best animations I've seen on the Amiga. With the distinct lack of anything new from Eric Schwartz again this month, it's great to see such good work coming from other animators – keep it up!



The Man With No Name happily drives along, watching his radar for hapless animals on the road...



His first victim, a cute little worm with a passion for roses, prepares to be at one with the tarmac...



His final victim, a small hedgehog, has a trick up his sleeve to get his own back on the nasty roadster.

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Dizzy Collection	16.99
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Double Dragon	8.99
Double Dragon 2	8.99
Double Dragon 3	16.99
Dragon Ninja	6.99
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Dream Team	17.99
Dune	19.99
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Euro Football Champ	16.99
Eye of the Beholder (1 Meg)	19.99
Eye Of The Beholder 2 (1 Meg)	21.99
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F15 Strike Eagle 2 (1 Meg)	22.99
F16 Combat Pilot	8.99
F19 Stealth Fighter	19.99
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Godfather Adventure	24.99
Gods	16.99
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Harpoon Battleset 3	9.99
Harpoon Battleset 4	9.99
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Indy Jones - Atlantis Action *	19.99
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Jack Nicklaus Extra Courses	9.99
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Keys of Maramon *	16.99
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Leathal Weapon 3 *	16.99
Leather Goddess	7.99
Legend	21.99
Leisure Suit Larry 5 (1 Meg)	22.99
Lemmings + Data Disk	19.99
Lemmings Construction Kit *	16.99
Lemmings Data Disk	13.99
Lemmings 2 *	17.99
Links	24.99
Lombard Rally	6.99
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M *	21.99
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Mega Traveller 2 (1 Meg)	19.99
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Microprose Soccer	6.99
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Pinball Fantasies	**19.99**
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Pools of Darkness (1 Meg)	21.99
Populous	8.99
Populous 2 (1 Meg)	19.99
Populous 2 *	22.99
Populous Challenge Disk	10.99
Powerdrift	8.99
Powermonger	19.99
Powermonger Data Disk 1	9.99
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Rainbow Collection	13.99
Rainbow Islands	6.99
Rambo 3	6.99
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Red Zone	16.99
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Robocop 3	16.99
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Rock Star Ate My Hamster	4.99
Rome AD 9 *	16.99
R-Type 2	16.99
Second Surami *	16.99
Secret of Monkey Island (1 Meg)	16.99
Secret Monkey Island 2	**24.99**
Sensible Soccer 92/93	**16.99**
Shadow Lands	**19.99**
Shadow of Beast 3	19.99
Shadow Worlds *	17.99
Shadow Warriors	6.99
Shinobi	8.99
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Silent Service 2 (1 Meg)	22.99
Silkworm	8.99
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Sim Earth*	22.99
Space Crusade	16.99
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Street Fighter 2 *	**19.99**
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Striker (1 Meg)	16.99
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Switchblade 2	8.99
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Team Yankee 2 (1 Meg)	19.99
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The Immortal (1 Meg)	8.99
The Manager	**19.99**
Their Finest Hour (1 Meg)	19.99
Thunderhawk	19.99
Titus The Fox	16.99
Top League	20.99
Troddlers	16.99
Turbo Challenge	8.99
Turbo Challenge 2	16.99
Turbo Challenge 3	16.99
Turbo Outrun	6.99
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TV Sports Baseball *	19.99
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Voyager	6.99
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Magic Math	(4-8)	13.99
Maths Mania	(8-12)	13.99
Junior Typist	(5-10)	10.99
Better Spelliong	(8-14)	13.99
Better Maths	(12-16)	13.99
Fun School 2	(6-8)	6.99
Fun School 2	(+8)	6.99
Fun School 2	(U6)	6.99
Fun School 2	(5-7)	16.99
Fun School 3	(+7)	16.99
Fun School 3	(U5)	16.99
Fun School 4	(5-7)	16.99
Fun School 4	(7-11)	16.99
Fun School 4	(U5)	16.99

JUNIOR ADVENTURE

A Christmas Carol Scroge	(+8)	13.99
Robin Hood	(+8)	13.99
The Wind in the Willows	(+6)	13.99
The Wizzard of 02	(+6)	13.99

BLANK DISKS

TDK or Makell - Boxed
10 x 3.5" - £7.99
20 x 3.5" - £14.50
50 x 3.5" - £35.00

Precision - Boxed
10 x 3.5" - £6.45
20 x 3.5" - £11.99
50 x 3.5" - £26.00

Unbranded - Loose
10 x 3.5" - £5.99
20 x 3.5" - £10.99
50 x 3.5" - £23.99
100 x 3.5" -£44.99

Recycled - Loose
10 x 3.5" - £4.50
20 x 3.5" - 8.50
50 x 3.5" - 16.00
100 x 3.5" - 30.00

Swap files between your Amiga and an MS-DOS based PC - Run PC programs on your Amiga



Good grief! Although the digitised images are rather good, the subject matter is a little dubious...

GHOST SLIDESHOW

DEMO

NBS, DISKS 13/S11&S12

If anybody wants proof that there are sad people in the world, then a quick look at this disk should put it beyond doubt. It's a slideshow with some nicely digitised stills from the film, such as the scene where Sam spiritually grapples with Molly, with a loop of *that* Righteous Brothers song.

OK, it's about eight quid cheaper than the video, and it's nicely presented. Unless you're a manic *Ghost* fan, though, it's about as appealing as having a poltergeist in your pants.

HIGHLANDER SLIDESHOW

DEMO

17-BIT, DISKS 2288 A&B

Aaaargh! Here they are again, with yet another slideshow. This time it's a reasonably good subject, though, as the grabs are taken from the rather good film *Highlander*. Not the less-than-average sequel (the imaginitively titled *Highlander 2*), but the A1 hunky-dory spot-on original.



The French/Scottish heroes make their final journey. Altogether now 'Always look on the bright side of life...'



Looking more like an extra from Star Wars than an Egyptian, Sean strikes his usual manly pose...

Maybe that's a bit over the top, but compared to the *Ghost* slideshow this is nectar to the eyeballs. Like *Ghost* this demo is written in *AMOS*, and is well presented with nice digitised stills and speech. No-one actually sounded Scottish in the film except for Sean Connery (who was supposed to be Egyptian), and sure enough, the digitised speech is from the man himself.



Benny Hill-style humour abounds with this looped animation which, although short, is rather fun.

This is the first in a long line of cult film slideshows from Wyld Stallions. I hope future releases cover more of the films than just digitised snippets – there is scope to do much more, like about the films that most people wouldn't know, or a profile of the characters.

XMAS ANIM

ANIM

17-BIT, DISK 2295

This is a bizarre looped animation in the style of the recent Ariston adverts. Those are the ones which have various people putting their clothes in a machine, then dancing about the screen while putting their clothes on, before – yes – putting their clothes back in the machine again. Very strange, but very clever.

This animation, by Carl.Inc goes some way in that direction, because it depicts a typical scene around Santa's Grotto. The various characters are all animated, from the small boy who repeatedly fires his pea-shooter at his Mum's bottom, to the black cat who leaps up and pulls down the elf's trousers. It's all great fun, in a Benny Hill sort of manner, it's colourful, and it would certainly make an unusual and amusing Christmas present.

DUNCAN'S BACK

ANIM

VIRUS FREE PD

REQUIRES 4 MEGS

With the not-so-hot offering from Roddy McMillan last month, I thought that he'd sold out with a spot of plagiarism. This month he's proved me wrong, with the sequel to his *Duncan the Beetle* animation. Here Roddy has kept the same feel of the original, and extended it to discover what happened to Dunc after he fell down the well.

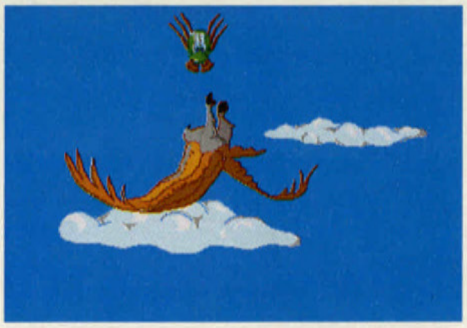
Duncan himself is still fairly complex in appearance, which makes him less cute than he could be, but the rest of the characters are excellent. From the shark who he meets underwater to the worm slithering along the tunnel, they are large and nicely animated – it's worth getting for the eagle and the bat alone.

When Duncan meets another character, the scene is magnified so that you can see the features clearly, and here the graphics are especially good – the conversation between Duncan and the worm is a good example of this. Sampled speech also adds to the atmosphere.

The animation comes on five disks, and requires 4Mb of memory to run. This limits the number of Amiga owners who can use it, but for anyone who is into animation and is lucky enough to have four megs, then get this. I can't wait for Roddy's next animated character – Saddam Ant...



As Duncan wanders along the tunnel, he meets the second worm to be featured in this month's PD Demo Zone. This one's a bit more street-wise, though...



No, this picture isn't upside-down – the well-animated eagle has gone belly-up before letting go of poor Duncan. Very nice of him, don't you think?

TOP TEN DEMOS OF THE MONTH

Just so that you know what's in and what's not we ask a Public Domain library to tell us the numerical order of the flavours of the month...

17 BIT SOFTWARE

1.	RSI – Timezone	2159 A&B
2.	Anarchy – In the Kitchen	2065
3.	Bass Megademo (Not +)	1008
4.	Colours (Not+)	1634
5.	Silents – Maximum Velocity	2161
6.	LSD – Total Kaos	2164 A&B
7.	Rolling (Not+)	2002 A&B
8.	Manic Raves (Not+)	1229/30
9.	Scoopex – Mental Hangover	651
10.	Phenomena – Enigma	913

WHERE TO GET THE DISKS IN THIS ISSUE

NBS: 1 Chain Lane, Newport, Isle Of Wight, PO33 2QQ. 0983 529 594

17 BIT: 2-8 Market Street, Wakefield, West Yorkshire WF1 1DH. 0924 366982

VIRUS FREE PD: 31 Faringdon Road, Swindon, Wilts, SN2 2LS. 0793 512321

Workbench

Confused? Bedazzled? Start reading and don't be afraid to write, 'cause this is where **Pat McDonald** answers Amiga questions.

PEN PAL NEEDED

FROM: DR P DALTAS, CORFU

Last Christmas, I bought an A500 Plus for my children to play computer games on, and then discovered that I could actually use it myself to type my university material!

I have tried *PenPal* and I find it very satisfactory when it comes to ordinary English text. However, as I am a linguist, I often need to write chunks of text in various exotic scripts. My most pressing needs involve modern and ancient Greek, as well as the International Phonetic Alphabet.

As there is no Amiga agency in Greece, I am writing to you to ask if such extra fonts are available, at what prices and also what word processors (hopefully *PenPal*) they can be used with.

The best person to talk to about fonts, in the UK at any rate, is Errol Madoo at EMC, 8 Edith Road, Clacton-on-Sea, Essex C015 1JU (0255 431389).

BIG QUESTIONS

FROM: YOUNGY, ALLOA

I have an A500 revision 6 (bought in March 1989), and I want to upgrade it in lots of different ways:

1) I want at least 1Mb of chip RAM. Could I fill in the existing holes beside my original 512K of chip RAM? What chips do I need?

You can do this, but it disables the trapdoor expansion you already have, and you have to make two further modifications to the motherboard. You then have 1Mb of chip RAM on the motherboard – so it's not really worth doing. As for chips, look for the 128K type – if you're really stuck quote the numbers of the chips you already have in there.

2) I've seen adverts for an Obese Agnus with 2Mb chip RAM fitted. If I fitted one of these, and did not do the above modification, would my 512K RAM expansion still work?

No. At least, not with the versions I have seen. By the way, there are four different versions of Obese Agnus – 8372B, 8372A/B and 8375. The latter is the type found in the A500 Plus and the A600.

3) Alternatively, could I fit a 2Mb Obese Agnus with a 1.5Mb fast RAM trapdoor expansion? (The expansions that connect to the Gary chip).

I don't think it will work – all the 2Mb chip RAM expansions I have seen effectively lock out anything plugged into the trapdoor. Look, what you want to do is get an external RAM expansion, that is one which plugs into the left-hand side of the machine on the edge connector.

However, what you could do is get a 1.5Mb trapdoor expansion which can be modified so that you end up with 1Mb of chip RAM, and 1Mb of fast RAM. Virgo and Power Computing do the latter types – but remember, you still need to modify the motherboard to get 1Mb of chip RAM.

4) I am also getting a Super Denise, Kickstart 2 and a ROM sharer. When I go from Kickstart 1.3 to Kickstart 2 would these combinations still work?

Yes this combination would work if you use the set-up I've advised in the previous reply. The set-up in your previous question, though, wouldn't work.

WOOF! WRONG TREE

FROM: J CROOKS, BIRMINGHAM

A while ago, I got hold of a copy of *PC Task*. I booted up Workbench 2 (I have an A500 Plus) and eventually got into the *PC Task* program. I inserted a friend's MS-DOS version 3.2 disk, and clicked on the Start gadget. It seemed to be working (black PCish boot screen) but up came a message saying 'Error booting A: 1.2 and 1.3 users should use the *TDPatch* program before loading'. I tried loading *CrossDOS*, and assigning drive A: to DI0:, but that didn't work. The MS-DOS disk isn't faulty, because it works on the CBM PC10 that it came with. What am I doing wrong?

Using an old copy of MS-DOS. MS-DOS 3.3 or later is required for the vast majority of emulators. *TDPatch13* is only needed for Workbench 1.3 machines – you don't need it because you are running Workbench 2. I'm sorry, you've been barking up the wrong tree.

PUZZLED NEW USER

FROM: G DOCS, DOUGLAS

After reading your magazine for just a few months, I decided it was time to retire my C64 and get an Amiga. I was then all set to send off a cheque for an A500 Plus, when my local dealer put an A1200 in the shop window. Was this the long-awaited A800 in disguise? My curiosity got the better of me and 15 minutes later I was walking out of the shop with my new A1200.

Not having seen Workbench running before, the whole experience was rather shocking. I mean it's an amazing utility for running programs, but for someone like me with no handle on it, it would seem that the manual is talking to someone who already knows a little bit. For instance, it took me ages to realise (by sheer luck) that the Prefs screen shown in the manual is actually on the Extras disk! Where is the trashcan? – because it certainly isn't on the starting screen.

Do you think it would be better if I bought a book on Workbench 2 and used that as a start? I can't even work out how to keep the clock set – it always reverts to the same time when I turn the machine on. Will you be doing any articles on Workbench 3? I'm beginning to realise I've jumped off at the deep end, and maybe the A500 Plus was a better first choice.

Sorry if I got your name wrong – your signature is a bit obscure. We will be running some tutorials which include bits for Workbench 3, later in 1993.

Other readers take note – A1200s are not toys and take a lot of getting used to, especially if you are unfamiliar with Amigas.

SEEING DOUBLE

FROM: D CULL, BOGNOR REGIS

I have been considering whether to buy the A570 CD-ROM for my A500. But I see it's available in two versions, one for 1.3 A500s and the other for 2.0 A500 Pluses. Because I have a 1.3 machine I would buy the 1.3 version. But does this mean that I won't be able to update my Amiga to Workbench 2 or higher without changing the A570? Do you need 1Mb of chip RAM for the 1.3 version of the A570.

There's only one version of the A570. If there were two versions, one would be called the A570, and the other would be called something else. Yes, you do need 1Mb of chip RAM to use one – that's the standard for Amiga-CD systems. The reason why some shops are saying it's Workbench 2 only is because they don't want to, or can't arrange for 1.3 A500s to be upgraded to 1Mb of chip RAM.

Continued overleaf

AUTOSCAN DESIGN

FROM: STEVEN PLUMMER, CONGLETON

I have an A500 and a hand scanner which I use for my hobbies and my schoolwork. I have problems with it, like getting the scan speed and alignment correct. I would like to build some sort of automated scan tray, to smoothly move the scanner up and down. Hopefully I'll get better scans.

I have got hold of various leaflets which have moving scanheads. I have also written to both Sharp and Epson asking what makes their flatbed scanners tick, but all I got back from them were a few leaflets and an apologetic 'Sorry, we can't afford the time on this sort of enquiry'. Just two questions to help me along:

1) Are the scanheads on flatbed scanners the same type as those on hand-held scanners?

They are similar, but not the same. A4 flatbed scanners have much wider scanheads, with sensors for detecting red, green and blue (the famous RGB!), rather than just quantity of white-light reflection. That's why flatbeds work in colour.



The Epson A4 colour scanner, pictured above, is the best value-for-money, Amiga 24-bit colour choice.

2) What type of mechanism is used to move the scanhead?

Every one I've seen has a toothed belt, similar to the mechanism used to move print-heads on dot-matrix printers. You could probably buy a printer with a worn out print head (the most expensive item on a printer) and modify it to work as a rolling scanner. Good luck!



According to Andrew Ball at Commodore, only one version of the A570 CD-ROM is available – and he should know.

WOULD BE TYCOON

FROM: JAMES AUSTIN, SALE

I have nearly finished school and I'm planning on going to higher education, which means I should be ready for the job market when I'm 18ish. Don't laugh, but I want to set up my own company writing software for the PC and the Amiga. I currently own an A500 with 3Mb of RAM, a GVP hard drive and an external disk drive. The A1200 interests me greatly and there are a number of questions I would like to ask:

1) Can I connect my GVP hard drive into a PCMCIA slot? Or would it be better to go for an internal IDE hard drive?

No you can't – PCMCIA has fewer connectors than the old edge connector. Check out the IDE feature on Page 56 for more information.

2) By the time I start commercial programming, surely new Amigas will have been released. Is it worth thinking about buying an A1200?

Yes. Maybe there will be hundreds of different Amiga models released over the coming years – but the A1200 has been very popular, a very 'in' machine, totally unlike the A600 when it was launched. Even if the A1200 is not on sale in three years' time, future machines will have more in common with it than with say, the A500 you currently have.

3) Is it worth learning 68000 machine language, or should I go for 68020? Is there much difference?

There really isn't a great deal of difference at all (maybe a dozen instructions or so). It's more a question of usage, because you can use 32-bit addressing on the 68020 code it is a better bet for the future – but remember that there will still be millions of Amigas with 16-bit 68000s in them.

4) Is it possible to write software on an A1200 that works on all other Amigas?

Yes. It's also possible to write top-quality commercial software on an A500 with one external disk drive. Ever heard of Dave Jones? The man who invented *Lemmings*? One of his earlier games, *Menace*, was written on just such a system.

5) Will the A1200 last long? Will it be another A500 Plus and replaced in a few months?

To be honest, I haven't seen an Amiga that generated the level of interest that the A1200 has done – except maybe the A1000 back in 1985. It looks like being a very stable format. Maybe Commodore will change some things (perhaps include a high-density floppy or a hard drive as standard). It's much more of a leap than the A500 Plus was compared to the A500, so I reckon it will be around for a few years at least.

6) Can I use all my peripherals with an A1200? Just how expandable is it compared to an A500?

You can't use hardware that plugs into the expansion connector (because the A1200 hasn't got one) or a trapdoor expansion (because the A1200 needs 32-bit expansion, not 16-bit as with former Amigas). Hardware that plugs into the back, like floppy drives, printers, modems, sound-samplers should be OK – although I believe some sound-sampler software needs updating to work properly. As for genlocks and video digitisers, some of them work while others don't. It will be a more compatible machine when expansions come out for it – right now the A500 is streets ahead.

MORE SCANS PLEASE

FROM: MARIE NASH, CULLOMPTON

Please help us to sort out our confusion. Our setup is an A500 (1.3), CBM 512K RAM expansion, Philips CM8833 monitor, Cumana second disk drive, Star LC24-200 colour printer, and a PowerScanner V2.0. My Mum and I produce a riding club magazine every month, and seeing as I have just bought the scanner I thought I could include a few photographs and drawings to make it a bit prettier. All went well until the program told me it had run out of memory. Also, when including graphics we have to limit them to one per page as again we get 'not enough memory' messages. We're

Continued overleaf

LIVING WITH A HARD DRIVE

Here's a special selection of tips for hard drive owners. If you know more, write in and tell us!

1 When setting up most hard drives, you have the option of creating different 'Partitions'. Partitions show up on Workbench and the Shell as different hard disks. In reality, they are simply different areas on the same hard disk.

TIP Always have at least two partitions, unless memory is limited. Put Workbench, your fonts and libraries on one partition, and put your games and larger serious programs on the other partition.

2 Hard drives are precision-made items. One manufacturer (Seagate) likes to portray hard drives in this way – 'Imagine a jet flying two metres above the ground, and counting the blades of grass as it passes'. Needless to say, hard drives are fragile and should not be abused.

TIP Don't drop your hard drive, don't keep it on a high shelf, keep it out of direct sunlight and dusty environments. If it's an external hard drive, always turn it on before the Amiga, and turn it off after.

3 The Amiga was invented just before hard drives became cheap enough for everyday use. As a result, nearly all early Amiga software and quite a lot of more recent titles will not run from hard drive. One way around this is to assign the directory where the program is to the name of the floppy it was originally supplied on.

TIP `Assign <name of floppy> <where it really is>`. Don't forget that it's wise to use the full path of the directory, ie start with the hard drive name, then a colon, then the directory which contains the program – for instance:

```
Assign Octamed 1.1 DH0:Octamed
```

4 The style you use to communicate with your hard drive is dictated by the version Workbench your Amiga has. Workbench 1.2 and 1.3 require a fair knowledge of Shell to use a hard drive. Workbench 2 requires some knowledge of Shell, Workbench 3 requires you to know the Assign command trick and that's about it.

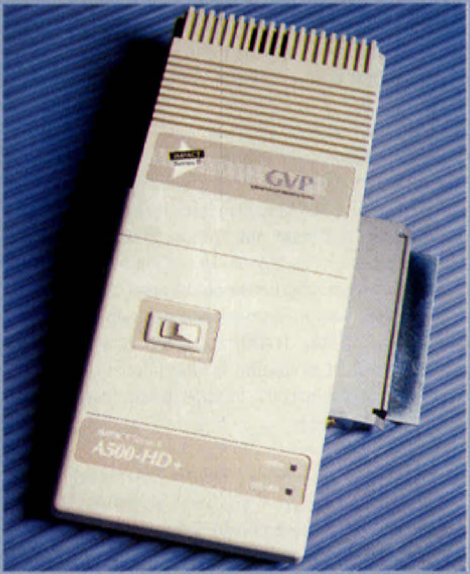
TIP Ever got the message 'Pure bit not set' when your hard drive is starting up? This is usually because one of the resident commands which the startup-sequence makes resident (loaded into memory) doesn't have its 'pure bit set'. This line typed into the Shell usually fixes the problem:

```
Protect Sys:C/Execute rwedp
```

5 The A600HD is notorious for not having enough memory to run programs installed on to hard drive – indeed, this is a problem for all Amigas with 1Mb of memory and a hard drive. The best solution is, of course, to buy more memory – but there are other ways around the problem.

TIP Workbench 2 only! If you have installed a hard disk game like *Links* and can't get it to run from hard drive, hold down both mouse buttons when the Amiga is starting up, click on 'Advanced Options' and disable the hard drive partitions. Boot Workbench from floppy, and your hard drive icons appear. Double click on the game icon, and you should have enough memory to run the program!

For Workbench 1.3 owners, just insert the Workbench floppy when the computer is starting up. Your hard drive icons should appear too. You can do this with Workbench 2 also, but the former method leaves a little bit more memory for your programs to run in. Got any hard drive tips? Got any questions? Send 'em in to Workbench now!



If you've got one these (any hard drive in fact) do send in your questions and any tips to Workbench.

well and truly fed up with the situation. What we want to know is:

1) Do we need fast RAM or chip RAM to sort out the problem? How much should we get? If we need fast RAM we are seriously thinking of getting one of the external memory expansions so that we do not have to open up our beloved Amiga. Would the expansion in it already still be recognised?

To be honest, I'm not absolutely sure, but here's a few pointers. All graphics on the Amiga have to be in chip RAM. However, if you get more fast RAM, then this will free up some chip RAM currently used by the program. This is normally sorted out by a program called *FastMemFirst*, found on Workbench (but not on Workbench 3 for some reason).

As for how much you should get, again it depends: there are roughly four groups of Amiga memory systems. DTP programs tend to run out of memory on 1Mb machines. 3Mb is not uncommon these days, and that's the sort of level you should be aiming at. 5Mb plus is handy for 24-bit graphics and large standard animations, while 10Mb or more is best for 24-bit animation and similar tasks.

Ideally, get an external fast RAM expansion like a SupraRAM 500RX or a Cortex. The Amiga will recognise it straightaway (as well as the memory you already have) and they can have chips added to give even more memory in the future, should you require it.



Hand-held scanners are excellent for getting pictures on to your Amiga, but don't run out of chip RAM printing them!

2) If we need chip RAM, how do we go about getting it? We do not want to go poking around the inside of the computer ourselves.

In that case, you can't get more chip RAM. It's not too difficult to upgrade an A500 to 1Mb of chip RAM, and if you plug in a 2Mb, chip RAM expansion like the DKB Megachip then it's relatively easy. I can understand your reluctance to mess with the insides of your machine – all I can tell you to do is try to find a knowledgeable local dealer or technician.

As an aside, it's strange that women in the UK generally do not like electronics and digital circuitry (ie silicon chips). The reason it's strange is in the Far East, the majority of electronics factory workers are female – smaller hands find it easier to deal with ever-decreasing component sizes. And inevitably, being female, usually under-educated and more vulnerable, they are paid less. Filthy male-dominated capitalist world innit?

3) With the extra memory, will we need a more powerful power pack?

If you get a Cortex, then no, because it has its own power supply. The SupraRAM 500RX has an optional feature for a power supply, but it's not standard. The Ashcom type has a very low-power consumption but with your set-up it may cause problems. I'd go for the Cortex (051-708 5588) in your particular case.

I DOUBT IT

FROM: GARY CAMPLIN, CLAYHALL

I was wondering whether you know anything about whether Commodore are making any plans to upgrade their CDTV system to Workbench 2. Also, are their any CD-ROM drives planned for the A1500/A2000?

I currently own an A500 with 1.3, but I am rather tempted to go for a more expandable machine. An A1500 would almost certainly be my choice, only if it could manage to take a CD-ROM drive.

Commodore still have no plans as far as I know, to introduce a CD-ROM drive for the A1500. Personally, if you can afford it (and I certainly can't) go for an A4000. It's like getting all your A1500/A2000 peripherals ready-built into one box.



The A2000 – lots of expansions available but CD-ROM is not an option, at least not yet. Maybe next year?

TECH DETAILS

FROM: MICHAEL TAYLOR, WARRINGTON

I would like to join the bandwagon and say to people considering buying a new Amiga to squeeze funds for a hard disk if possible. I didn't and I'm really regretting it now.

If I had known about the A1200, I would have gone for one – I mean, 2Mb of RAM, 32-bit architecture and all for the price of an old A500 Plus or an A600. Makes me sick!

Ah, but there are still a few up-sides for A500 Plus and A600 owners: the A1200 is not as compatible as an A600 with older software, it can't have a regular ROM sharer like the A600, and there are very few specific memory expansions for it. Sure, it's an aspirational machine for Amiga-heads – it's not an ideal introduction to computing as of this moment in time.

Maybe when the general level of computer knowledge is a bit higher it will be the standard machine – that's when I can retire and start a little shop.

ION DRIVE

FROM: SAMANTHA COLLINS, HERSHAM

Nearly a year ago I was lucky enough to win a Canon Ion camera in the competition which was run by *Amiga Format* and Electronic Arts.

The works of art I dreamt of creating have not come into being because I cannot understand how to transfer the images from the camera into *Deluxe Paint*. Do I need an adaptor or an upgraded version of *DPaint* (I currently use *DPaint II*) or both?

What you need is a digitiser. This is a box that plugs into the Amiga and a video source, and converts the picture image into digital data. Good bargs to go for are the Complete Colour Solution from Rombo or alternatively DigiView Gold and the Rombo RGB splitter. The latter is slower and more memory hungry, but ultimately produces better-quality pictures.

As for upgrading *DPaint*, *DPaint III* can deal with Extra Half Brite mode, giving 64-colour low-resolution pictures, while *DPaint IV* can also deal with Hold-And-Modify (HAM) mode, giving 4,096 colours, again in low resolution. Alternatively, you could try *DigiPaint III*, which is NewTek's own paint package developed for use with DigiView.

NOBODY EATS ICE SCREAM

FROM: I WRIGHT, NOTTINGHAM

I read your magazine every month, and yet I have never noticed a licensed game of the film *Aliens*. Has there been one? Where could I buy it from?

Not on the Amiga, not an official licence. The nearest game to that genre would be *Alien Breed* from Team 17, soon to be superseded by *Alien Breed – Special Edition*. There is a rather ancient game from Psygnosis called *Infestation*, which is good if you prefer a more high-brow, 3D sort of game.

WE APOLOGISE

FROM: CHARLIE WATTS, NEWCASTLE

1) I seem to be having problems getting at Coverdisk 40b (*Chaos Engine* and *Legends of Valour*). I followed the instructions all the way down the line, regarding formatting and de-crunching on to two blank disks and everything seemed to be fine until I got to the final stage.

I loaded Workbench as instructed, got to the Shell and typed:

```
Install?
```

Workbench then told me 'Unknown Command'. So I just tried

```
Install
```

Which got me a message 'Usage INSTALL [Drive] | DF0: DF1: DF2: | [Noboot] [Check]. Bit more promising, so I tried:

```
Install DF0:
```

The computer then asked for the Workbench disk back, and then told me it was write-protected – which I already knew. All further attempts to get around this problem have met with failure. What am I supposed to do?

Apologies, big apologies, we're sorrryyyyyy!. What the magazine should have said was:

```
Install ?
```

Adding a space between the `Install` and the question mark (?). The reason why this disappeared is down to the subtleties of our DTP system (what you

Continued overleaf

see is nearly, but not quite, what you always get). If you put a space in, then swap disks and type in DF0:, the procedure works fine.

Here's why you're having problems. The Install command lives in the C directory of Workbench, so to use it Workbench must be available. However, if you just type:

```
Install DF0:
```

then Workbench will be installed, because that's the disk currently in the internal drive when you type the command. If you had two disk drives, then you could put the demo disks into the second drive and type:

```
Install DF1:
```

That would work fine. Ideally, the script file which decrunches the Coverdisks could have installed them, except for one further subtlety; the Workbench 1.3 Install command doesn't work on Workbench 2, and vice versa. So you have to do it on the target machine, ie your own.

2) I have the CDTV system with a disk drive and keyboard etc. I have experienced numerous problems in getting some programs to run.

Is there a reason for this or am I just being unlucky buying faulty disks? In some cases I get a message telling me that there is not enough memory even though it is supposed to be a 1Mb machine.

On reading various articles I have realised that the CD drive takes up some of this memory, does this mean that I can't run 1Mb games on my machine? Is there any way around it?

I can't say I'm enjoying the CDTV experience!

I am currently evaluating several modifications to CDTVs which will enable you to turn off the CD drive thus turning the CDTV into a more normal 1Mb chip RAM Amiga. The delay in coming up with any conclusions has been caused by the several different board revisions of the CDTV that are in circulation, so I'm having to take my time checking them out. When I've got some consistent ones I'll print them.

But beware, even if you do get the full 1Mb chip RAM on a CDTV, some software still won't run. This is down to two factors, both caused by short-sighted (some would shorten this phrase) programming. These factors are as follows:

1Mb games which need fast RAM, and 1Mb games which expect a traditional 512K fast RAM expansion of a 1Mb A500. The latter won't even work on A500 Pluses, A2000s etc fitted with fast RAM.

However, if you stick to making use of software that has been released within the past 12 months (since the A500 Plus was released that is) you will probably have much better compatibility. Buying titles that are any older than this (especially budget titles) is not as good an idea.



CDTV is a very nice idea, but full compatibility with Amiga games is not guaranteed. Stick to later stuff and enjoy.

Techno Babble

Do you know how to talk techie speak? Well if you don't then this little bit of jargon-busting should sort you out!

Accelerator: hardware expansion that gives your Amiga a faster CPU. Often used with maths-intensive software where a standard processor is too slow, for programs called 'raytracers' which literally trace the rays of light which bounce around a scene to produce a picture. Also used to considerably speed up flight and other kinds of simulations.

Architecture: technical term for the electronic configuration of a computer. The term refers to the design of the computer on the inside – under the bonnet if you like – rather than the physical look of a computer.

Blitter: BLock Image TransfER device. Used for copying large areas of memory from A to B, or to combine different areas into one single image. Widely used to generate large graphic shapes in computer games.

Bridgeboard: Commodore's own IBM emulating device, featuring a complete PC computer on a single card. Only fits A1500 and above machines – enables use of standard PC cards.

Chip RAM: memory accessible by the custom chips (Paula, Agnus, Denise) as well as the processor. Used to store all graphics and sounds. Can be used by programs too – with speed slow downs.

CLI: Command Line Interface. The program which enables you to type commands into AmigaDOS for standard operations like copying files or getting a directory. Shell is more commonly used now.

Copper: co-processor. Used to generate subtly coloured backgrounds – this device is built into the Agnus chip and it can alter colours while the screen is being generated. Executes instructions at the same time as the processor.

CPU: Central Processing Unit. The decision-making chip, the one that tells everything else what to do. It can be interrupted by custom hardware if its programs are in chip RAM.

Fast RAM: memory that's only accessible by the processor. Programs stored here run faster than those in chip RAM – hence the name.

Frame grabber: device for capturing live video data and converting it into computer picture data. Doesn't require a still video signal. Usually gives much better results than a video digitiser, which does the same job, except that the video must be paused.

Freezer cartridge: quasi-legal device for examining programs while they are running. Usually with many useful built-in utilities which help overshadow its dubious origins.

Hard drive: basically a big disk for keeping Workbench and all the serious software that you use. Works much faster than a floppy disk. More and more games are becoming installable on to a hard drive. Makes your computer much more fun to deal with.

IFF: Interchange File Format. A standard way of storing pictures and sounds, invented by Electronic Arts and adopted by Commodore. A single standard – practically all art programs can load and save pictures in this form.

Kickstart: the name of the set of programs which are run when the Amiga is turned on. Also contains many library functions for programmer use. Latest is Kickstart 3. Other releases; 2.05, 2.05, 1.3, 1.2, 1.1.

PD: Public Domain. Literally, software that is the property of everybody. PD disks can be freely copied by anyone, and you can also distribute them to whoever you want. The correct term is 'Freeware'. 'Shareware' (try before you buy) and 'Licenseware' (commercial and non-distributable) also come under the same rough heading.

ROM: Read Only Memory. Memory that cannot be altered. Widely used as the starting programs for computer systems that have just been turned on – ROMs remember things permanently.

RAM: Random Access Memory. Memory that can be altered and re-altered many times. Typically, it does not remember what it contains when the computer's power is switched off.

Scanner: hardware device for reading flat pictures from posters, newspapers and so on, and converting them into computer graphics. Often used in desktop publishing to read in previously published images.

Script file: a set of commands which you would otherwise have to type into the CLI or Shell by hand. Saved as a text file. Learning how to use Shell or the CLI involves learning how to write script files.

Shell: more up-to-date version of CLI. Works in exactly the same way, but enables some flexibility in what commands are called via the 'alias' function. Also gives some hot-key combinations to enable some editing of previously entered commands.

Sound Sampler: hardware device that converts electrical music signals (typically from a tape or CD player) into computer sound. Can also be used with a microphone to capture live sounds.

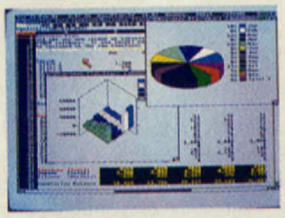
Sprite: a graphic object that is independent of the screen. On the Amiga, sprites are limited in size and colours. Typically used for mouse pointers, alien missiles, and so on.

Startup-sequence: the name of the script file, contained in the S directory, which is executed after a disk has booted. Typically contains just the name of a program to auto-run, but can be very complicated. Whatever the nature of the file, it must always be called Startup-sequence and live in the S directory.

Workbench: the set of programs which sets up a graphical 'point-and-click' interface on the Amiga. Much more friendly than the CLI or Shell, but not as flexible. Always has to be loaded from disk, which is slow but does enable much customisation. Workbench 2 requires a Kickstart 2 ROM. Workbench 1.3 requires a 1.3 ROM, 1.2 needs a 1.2 ROM and so on.

Zorro: this the generic name for the Amiga's expansion connector. The A500, A500 Plus and A1000 had the original Zorro I; the A1500s and the 2000s have Zorro II; and the A3000 and A4000 have Zorro III. They are not compatible, hence the different expansions for different machines. The A600 and A1200 have a PCMCIA connector instead.

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For additional information, demonstration disks, or brochures visit your Amiga dealer or phone 010-331-49109995. Fax 010-331-47611746.

Both upgrades require : Amiga 500, 500+, 600, 600 HD, 1000, 2000, or 3000, Workbench 1.3 or 2.0, 1 MB RAM (additional memory recommended). Two disk drives or hard disk recommended.

* Suggested retail price.

Answerfile

Short and snippety bits of information cut into bite-sized chunks, all from the word processor of **Pat McDonald**.

Q **My mouse doesn't work anymore! Or rather, the mouseport just seems to be dead – I've tried a different mouse, but that didn't seem to work either. What could be the problem and how do I solve it?**

A This is a very common fault on older Amigas. It is caused by the pins that join the connector to the circuit board breaking, usually because people are forever swapping the mouse for a joystick. If you are competent with a soldering iron, it's a fairly easy job to make the connections good again – otherwise it's off to the repair agency.

There's a far nastier fault on the A1500/A2000. When a particularly aggressive game (*Kick Off 2* is the usual culprit of course) is being played and the joystick is thrown to the floor, the whole connector gets ripped from the motherboard.

A Roboshift joystick/mouse switcher, which can be obtained from MJC supplies (0462 481166) for £13.95 will save a lot of wear and tear when swapping joysticks and mice.



This handy little device plugs into the mouse port, and can have a mouse and joystick plugged into it. Just press fire or a mouse button to select the right device.

Q **If I get more chip memory for my Amiga, will the graphics improve? Is it a good idea?**

A Adding more chip memory does not improve the quality of graphics (exception – *Deluxe Paint* on a 512K chip RAM Amiga cannot edit a high res interlaced 16-colour screen). However, more chip RAM does enable more graphics to be held by the machine. More chip RAM is important for serious usage like DTP and video work, but nearly all games (exception – *Civilization*) work fine on 512K chip RAM machines.

Q **I've been trying to get the *Legend of Valour* and *Chaos Engine* demos running from Coverdisk 40. I've gone all the way through the instructions, but step nine just tells me 'Unknown Command'. What have I done wrong?**

A Getting at the game demo is impossible unless you insert a space in-between the Install and question mark. It's our fault, the last instruction was wrong. You're the sort of reader who reads Answerfile but not Workbench – you'll find the correct solution in the preceding pages.

Q **I understand that the A1200 and the A600 can have IDE hard drives fitted to them. Will any IDE drive do?**

A No! Most IDE drives will not work on these machines. You need a 2.5-inch, half-height drive and a special cable (again, most AT/IDE cables will not work). Check out the IDE hard drive feature on Page 56 for more information.

Q **Can you recommend a good label-printing program?**

A The standard shareware title is *Label Print V3.5*, originally on a Fish disk but now widely distributed through Public Domain libraries.

Q **I just can't get *CrossDOS* on to my Workbench disk. Please could you explain how this is done.**



Remember, if you renamed the disk to *TV*Text*, you have to rename it back to MSDOSFILESYSTEM!

A Sadly, we didn't give any clear instructions for setting up *CrossDOS* on your Workbench disk. Read on for the solution!

OK. Load Workbench, click on the Shell, and type (indented lines are all the same line – don't hit Return until you have typed the whole line):

```
Copy from
   MSDOSFileSystem:devs/mfm.device to
   Sys:devs
Copy from
   MSDOSFileSystem:devs/
   Mountlist.MSDOSFS to Sys:devs
Copy from
   MSDOSFileSystem:l/MSDOSFileSystem to
   Sys:l
Copy From MSDOSFileSystem:c/TDPatch13
   to Sys:c
Copy From MSDOSFileSystem:c/MountMF to
   Sys:c
```

That should copy all the relevant files to your Workbench (sys) disk. Kickstart 1.2 users should put TDPatch12, rather than TDPatch13. Workbench 2 users don't need that particular line. OK, then to set-up the changes (Workbench 2 users just drag the AttachDI0 icon to the WBStartup drawer);-

```
Ed sys:s/startup-sequence
```

Tap the cursor down arrow until you are just above the Loadwb command. Then hit return, and on the blank line type:

```
Mount DI0: From devs/Mountlist.MSDOSFS
TDPatch13
```

Again, Kickstart 1.2 users should use TDPatch12, rather than TDPatch13. To save the changes, hit Esc, then X, then Return. If you messed up the startup-sequence and want another try, hit Esc, then Q, then return to abort the editing process and have another go.

Reboot Workbench, and whenever you use DI0 rather than DF0, the Amiga will expect a PC (MS-DOS) formatted disk to be in the internal drive. If you want to set-up a second drive as a PC disk, put in another line with DI1 rather than DI0 (DIZero – not DIO for Oops).

Q **Can you fit A600/A1200 PCMCIA cards into a CDTV?**

A No. They don't physically fit into a CDTV card expansion – at least, the one I tried didn't seem to want to fit no matter what I did. Also, when the CDTV was developed, the biggest PCMCIA card available was about 64K – the larger sizes available now just weren't around, so even if they did fit I doubt if they would work.

Q **I understand that a sound sampler can be used to record sounds on to disk. However, I can't fathom out how the music in games works – I can fill a disk with just a few seconds worth, so how is it done?**

A It's sequenced. You get a load of short samples which are played in a piece of music (drum beats, common instruments and the occasional 'Oh yeah' sample) and stitch them all together with a sample sequencer or tracker program. Examples of this sort of program are *Octamed*, *Med*, *ProTracker*, *NoiseTracker*, *SoundTracker* and *StarTracker*.

Q **I was hoping to get a hard drive for my A500, but I already have an Action Replay cartridge. I notice that Datel are doing a Dual Port expander – does it really enable me to use a hard drive with an Action Replay?**

A I haven't actually seen one of these for review yet, but judging from conversations I've had with people they do work for this purpose. However, I am sceptical as to whether they can be used for other purposes – for instance, connecting a CD-ROM drive and a hard drive at the same time.

Q **Could you tell me whether the A1200 has a high-density disk drive?**

A Not as standard. However, KCS (UK distributors Bitcon, 091-490 1919) are working on an

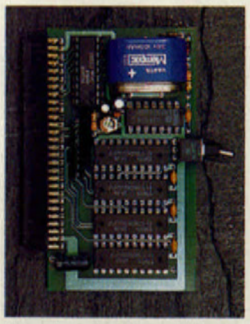
external high-density drive that should work on all Amigas with Workbench 2 or later. It's due for release just before Christmas, so we might be able to review it for the issue out in the New Year.

Q Help! My video recorder doesn't have a video-in socket – it just has a SCART socket and a TV socket. How do I video live from my Amiga without buying a genlock?

A Well, there are two ways to go about doing this. The really simple way is to video from the TV connector of an Amiga modulator or the built-in modulator of an A600 or A1200. A520 modulators do not work on either A2000s or A1500s, by the way, so for these machines you are going to have to buy a genlock. They were designed that way, I regret, as upmarket Amiga systems.

Alternatively, you could try to obtain a Scart -to-composite video lead. Not widely available – the best people to talk to are TV hire or dedicated video outfits. You can then fit the Scart lead into the video, and the composite video socket into the video-out of a modulator or the colour composite output of an A1200 or A600 (the composite video on A500, A500 Pluses and A2000/A1500s is black-and-white only).

Q Lately I've been having problems with my A500 Plus Commodore memory expansion. When I turn it on, I get a Guru meditation. When I'm half way through a letter, it happens. All the time and sometimes twice in a row! It is usually 00000003.00C01570, but sometimes 00000004 etc, and sometimes even 00000003.00C05128.



Ever since the days of the ZX81, badly connected memory expansions cause computers to fail.

A Very common problem this, and has been since the dawn of computing. You're RAM expansion has a faulty connection – it's not quite bad enough to stop working totally, but it's not good enough to work without fault. Give it a wiggle, try taking it off, pushing all the chips in and attach it again. Taking your Amiga for long, bumpy car journeys will often cause this fault.

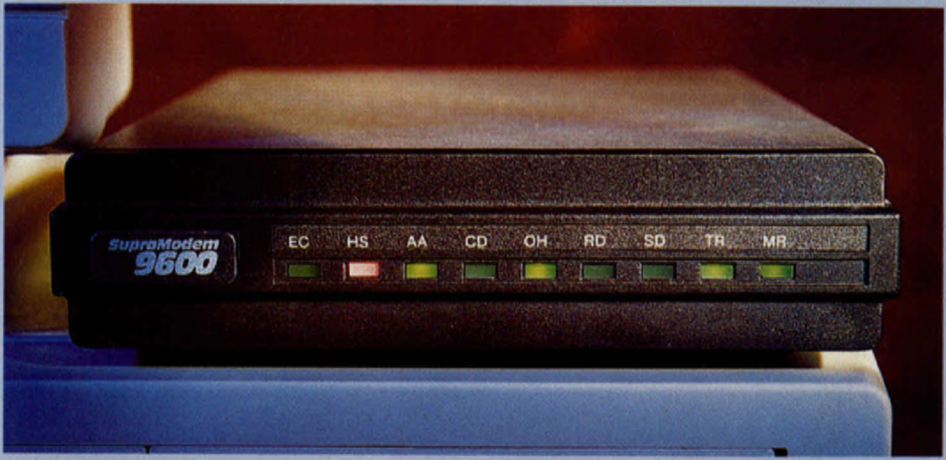
Q Can I stand my A1500/A2000 on its side? Or would this cause a problem when I tried to run floppy disks?

A No, so long as the drive isn't tilted while the disk is being read or written too. If you've ever jogged a Walkman while it's playing, you'll hear the tape wow and flutter – bad news for magnetic media. So make sure that the computer stays upright and you should be all right.

Q Can you use a Sega Joypad on an Amiga? Can you get the three fire-buttons to work?

A You can but only the B button works as fire. With a small adaptor to swap a couple of the pins around you can then read all the fire-buttons – but only if the game has been programmed to do this. The source code for this has recently arrived from Australia, and will be published soon.

In-depth explanation No 10: Communications



The Supra 9600, pictured above, is my personal favourite. True, it doesn't have 14400 baud or HST error correction – but it's a cheap modem and it will get you on to most boards. More importantly, it's very reliable.

1 All Amigas have the facility to be connected to domestic telephone lines, through an interface called a modem. Modem stands for MOdulator/DEModulator, and it can effectively listen while talking (asynchronus communication is the posh term for this). There are many dedicated systems around the world which you can connect to with a modem – the general term for them is online services, often just called services.

2 You connect an Amiga to a modem via a modem cable. This is the direct reverse of a null-modem or printer cable. A modem is an extension of the computer system, rather than a separate entity. So do buy the right cable.

3 Which modem to buy? The Supra range is very popular on the Amiga, but in fact there is nearly as much choice with modems as there is for printers. Modems are much more standardised than printers though, and you don't need a dedicated modem driver for them in the same way that you need a specific printer driver for a given printer. There are three main properties used to differentiate between modems...

4 The most important consideration for buying a modem is the speed. This is called the baud rate (M Baudot was a pioneer of the telecommunications industry). An average modem has a baud rate of 2400, while a fast expensive modem has a baud rate of 9600 or even 14400. Most people are happy with 2400 baud (it will let you connect to most services) but faster modems save time, and help keep the phone bills down. It is very easy to get hooked on comms, and you are better off buying a faster modem to begin with. You have a bigger choice of online services too – faster modems can connect to slow servicers, but slow modems cannot connect to fast services.

5 Another consideration is whether or not a modem has the AT Bell standard for talking to computers. The vast majority of modems use the AT standard, but a few don't – always check, otherwise you will have to manually dial telephone numbers via a normal telephone plugged into the back of the modem. An AT modem can also automatically pick up the line when dialled from outside, if you want to set up your own service.

6 The final category is error correction. MNP5 is available on most modems – it effectively lets the modem use the rather naff telephone lines which are still in usage in certain areas of the UK without suffering a nervous breakdown. HST is a more expensive option, used for 14400 baud modems. However, error correction has to be the same at both ends of the connection – if you have MNP5, but the service you are calling doesn't, then you can't use it.

7 You've got the Amiga, cable and modem – you need some software too. Most people use the shareware version of *NComm 2*, which is very very good. I would recommend registering with the authors in Norway, as future upgrades are much easier to get hold of and the full version doesn't have annoying 'register now' messages.

8 Usually, when you first dial up a service, you are required to register (give your name and address). What usually happens is that the computer prints up messages, which you answer through the keyboard. You rarely type to people 'live' – instead, you leave messages to them on a service, and when they dial up they read your message. This is called electronic mail, or E-mail for short, and is a very common feature of services.

9 The advantages of buying a modem are that you can talk to thousands upon thousands of people all over the world. You don't have to dial up different countries – instead, mail is batch transmitted at high speed from service to service. Also, you can download many programs, pictures, sounds and information from online services. You can also play online games against other people – the most noteworthy of these is *Air Warrior*, a multi-player World War II flight simulator. I understand that this will be updated next year to use the AA chipset (256 colours on screen at once).

10 Finally comes hacking. Hacking is the method of gaining control of computer systems. It is illegal. Don't do it or you can get fined, lose your job, get jailed, and be put on high tech blacklists. Don't be taken in by 'supposed hackers' – it's easy to set up a computer and modem that looks like GCHQ and impresses gullible people no end.

The AMIGA FORMAT Collection

Easy AMOS



Specially designed for the beginner, *Easy AMOS* is far more than just a programming language. Based on *AMOS*, it has many helpful examples and detailed explanations to help you learn.

Description	Price	Order Code
Easy AMOS	**£29.99**	**AF247**

AMOS Compiler & AMOS 3D



Get out there and write your own games! *AMOS 3D* allows you to create your own 3D worlds! Then, when you want to run them from disk, *AMOS Compiler* converts them to faster machine code programs.

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Amos Bundle	**£49.95**	**AF249**

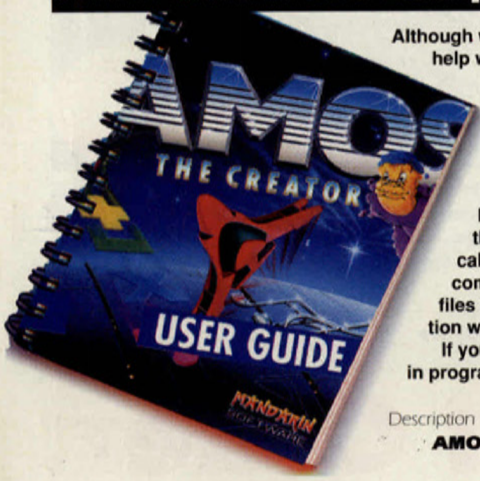
AMOS Professional



This is the highest-rated package ever reviewed in ***Amiga Format***. It updates the famous AMOS basic-like programming language with new commands and facilities that make it a real winner! (Needs 1Mb min.)

Description	Price	Order Code
AMOS Professional	**£59.99**	**AFAMPRO**

AMOS Manual and Examples disk



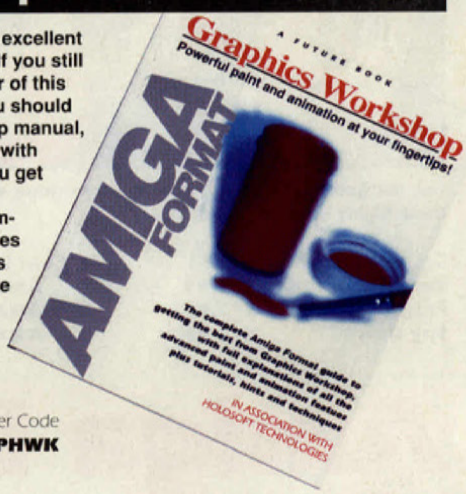
Although we're going to give you lots of help with your AMOS coverdisk, and AMOS is the easiest way to get into programming, you may still;I want a little extra help. And there's no better way to get it than this, the official AMOS manual. Packed with hints and tips to enable you to get the best from the program they call "the creator", the book comes complete with a disk full of example files and programs to use in conjunction with the tutorials.

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Description	Price	Order Code
AMOS	**£13.95**	**AF250**

Graphics Workshop Manual

Last christmas we gave you the excellent Graphics Workshop coverdisk. If you still haven't unleashed the full power of this incredible paint program yet you should get this. The Graphics Workshop manual, expertly illustrated, and packed with tutorials, hints and tips to let you get the most from your Graphics Workshop. The book comes complete with an extra disk full of files to demonstrate the power of this package. Power that lets you use over one hundred colours on a standard A500 (without using HAM) and pick up and store up to 10 brushes at a time.



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10 Great Games Comp



Xenon 2, Pro Tennis Tour, Ferrari Formula One, Nighthunter, Rick Dangerous, Super Ski, Pick 'n' Pile, Carrier Command, Chicago and *Satan* all in one massive pack! (Doesn't work on A500 Plus or A600).

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Two Great Games



A fantastic package with Imageworks' *First Samurai* arcade adventure doubling up with another *Format Gold*-winning game: *Mega-lo-Mania*, the Godlike strategy game from Sensible Software.

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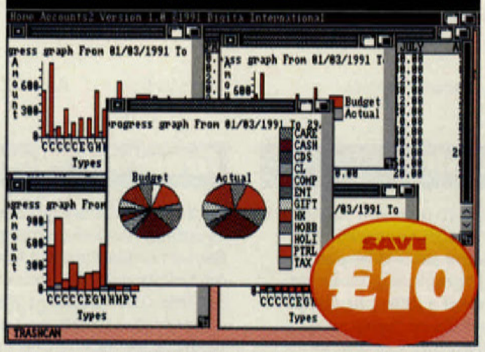
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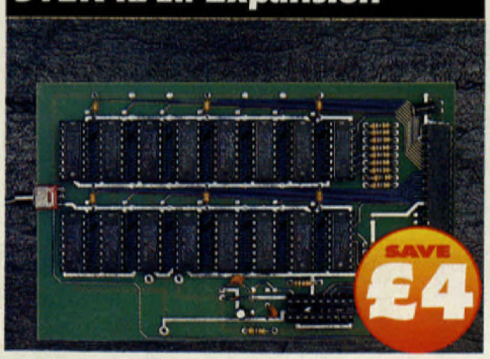


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The Amiga Format star buys

Amiga Format accessories



If your bedroom (lounge, study or where ever else you keep your Amiga) is anything like the Amiga Format offices, you'll be wanting a dust cover. For this reason we've had a set of very tasteful designer cover produced with the AF logo on each one. They're in just the shade of grey that's going to be all the rage in 1993, and because we realise that style requires co-ordination, we've made matching mouse mats and disk wallets too. The covers and wallet are resilient and water resistant (for small Coke spillages, not computing in the bath) and the mouse mat is... well, flat and grey. Buy them now,. or buy them later, you know you'll want them in the end!

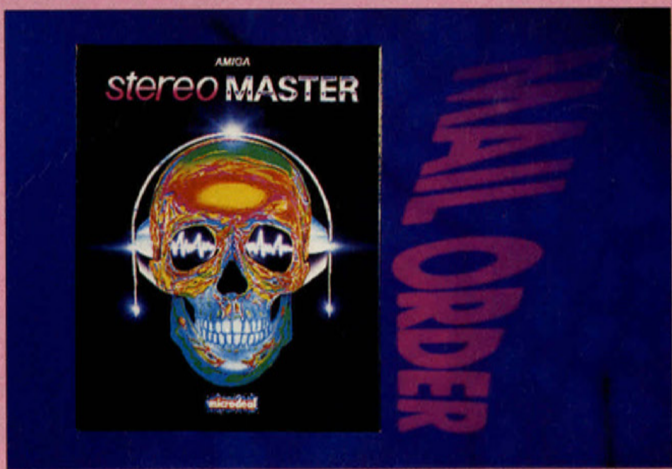
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A500 cover set	£29.95	AFCOVER5
Disk Wallet	£29.95	AFCOVER6

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This update of Microdeal's *MasterSound* is an ideal entry level sampler. It's numerous features, and an improved easy to use graphic interface make it an excellent bargain for budding music freaks. To make it even better value, we're giving away Quartet free with every copy. This four track sample sequencer will help you get the most from *StereoMaster* and let you compose using MIDI instruments as well.



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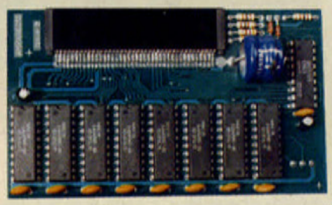
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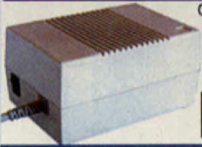
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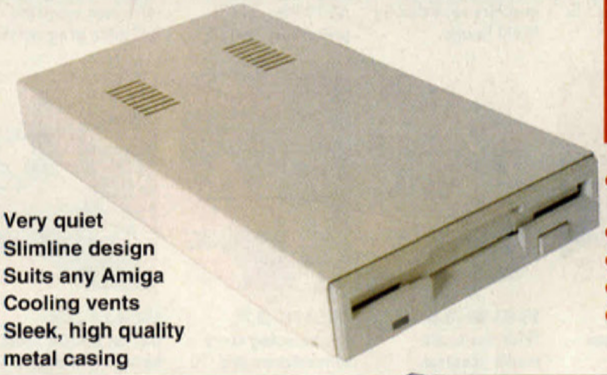


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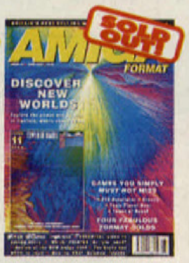
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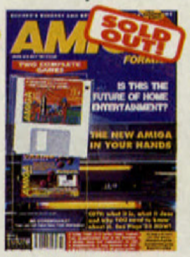
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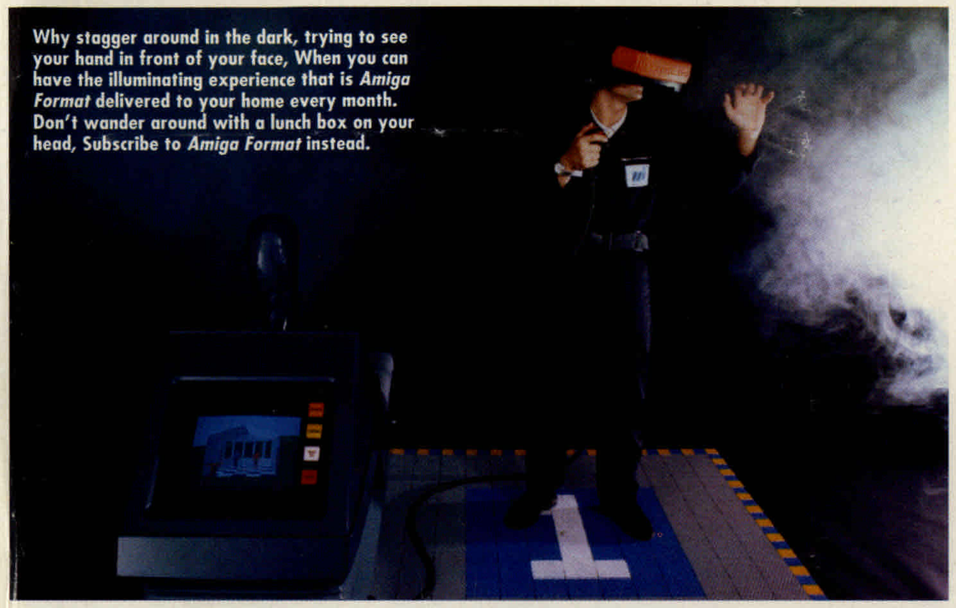
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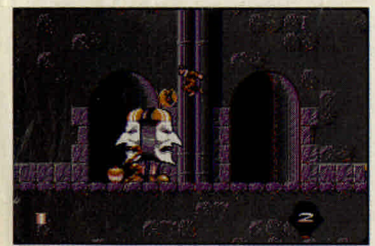
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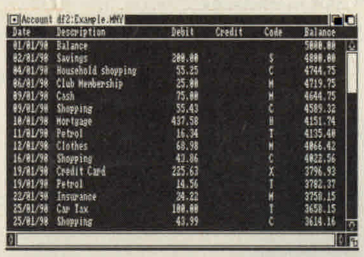
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AF MAG 1

Letters

Let's hear it for… you. Or rather. let's hear it from you. OK, so the Amiga Format Letters pages might not feature whimsical rubbish about first cuckoos and such like, what we do feature are strong opinions, firmly held views, brilliantly expressed ideas and the occasional chances to win some prizes. All of this (except the prizes) come from you. So write in and opine! The address to write to is Letters, **Amiga Format**, 30 Monmouth Street, Bath BA1 2BW.

WHO NOSE

There is one important thing lacking in every readers' questionnaire that I have read in your magazine.

You want to know about our eyes: with the amount of graphics you cover every month. You want to know about our ears: the sounds and the samples that we make. You want to know about our hands: the amount of DIY projects in each issue. All our senses are being catered for, except one.

The first thing that I do when I get home with a newly bought copy of *Amiga Format* is this: I turn the cover back very gently, without folding it, put my nose real deep between the first two pages and smell… aaahh!

One of the main reasons I like your magazine is because my nose likes it. I'm sure there are many other noses that play an important role in the decision of which magazine to buy, yet you never mention them.

BP Kamphuis, Hengelo, Netherlands

Errm… not something we've ever really taken into account, I must admit. How strange…

CD CONFUSION

I am confused about the CD-ROM. Please could you tell me about it. I would like to know how much it costs, what it does, how much its software costs and whether it is worth getting.

Pete North, Epsom Downs

The A570 CD-ROM drive costs £349 and attaches to any A500 with 1Mb of chip RAM (and A500 Plus or converted 1.3 A500). It runs all CDTV software, and your best way of checking out what titles are available and how much they cost is probably in the Complete Software Guide, *an* Amiga Format Special *we released a couple of months ago.*

Our view on CD is that before too long (the middle of next year, maybe?) all entertainment software will be released primarily on CD and a new generation of CD-driven Amigas will appear. This makes CD worth opting for, but at the moment the CD-ROM drive and the software for it are both far too expensive to make it worthwhile buying. If I were you, I'd wait to see what develops next year.

CDTV QUERIES

I've got a CDTV, but can you sort out some confusion: what Kickstart version do I have? And what is AVM? Will an upgrade be available for existing owners? With all these new AA chip sets and ECS chip sets, can Commodore possibly continue to sell the CDTV with its existing architecture? And what is CDTV2?

Craig Walker, Liverpool

Fair old set of questions. All CDTVs released to date have come with Workbench 1.3.3 and we are not sure that you can upgrade to WB2 because the CDTV Kickstart ROM incorporates stuff an Amiga ROM does not have. The CDTV can be upgraded to more chip RAM, and have a hard drive fitted.

The AVM (Advanced Video Mode? – maybe?) is an add-on adapted by Commodore from Digital

Continued overleaf

Vision On

Got a picture you're proud of? Send it in, see it in print and win an ***Amiga Format*** binder! Since Letters is where you get to contribute your words, we thought it would be the perfect place to see your pics on display too. However your image was created, whether you've sketched it in *DPaint* or generated it with a ray-tracing package, we'd like to see it. Only the best will make it into these hallowed pages. Send your entries on disk in IFF format to The Gallery, Letters, ***Amiga Format***, 30 Monmouth Street, Bath BA1 2BW.



'Fighter', by Karl Thompson, who is from Gateshead.

HOW TO CONTACT AMIGA FORMAT

You can be certain of getting your enquiry to the magazine dealt with, but only if you make sure you're addressing your letter to the right person or place.

- We can never give personal replies by mail, so don't send us a stamped-addressed envelope.
- We can under no circumstances give personal replies by fax, so please don't ask us to.
- We are available for enquiries by telephone every Tuesday between 10am and 6pm, and we'll be happy to talk to you then.
- Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.
- Our subscriptions service and the ***Amiga Format*** Mail Order department are not in the same building. They can be contacted on 0458 74011.

WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, Pat McDonald will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
WORKBENCH, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW

GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game, send the info to Nutts and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
ANDY NUTALL, GAMEBUSTERS, AMIGA ***FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW

LETTERS

The letters pages are there for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! Damien is looking for thought-provoking or entertaining letters, the shorter the better. Prizes given for the best two.
LETTERS TO THE EDITOR, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. You can enter as many times as you wish, but all entries must be posted separately: don't put several entries in one envelope together, or include entries with letters to any other part of the mag.
COMPETITION, ***AMIGA FORMAT***, 29 MONMOUTH STREET, BATH BA1 2DL.

SPECIAL OFFERS

If you've ordered something from the ***Amiga Format*** Mail Order section and you've got a problem, please remember that we on the magazine don't deal with it at all. Write to Mail Order at our Somerton address or telephone 0458 74011.
AMIGA FORMAT MAIL ORDER, THE OLD BARN, SOMERTON, SOMERSET TA11 7PY.

SUBSCRIPTIONS

Similarly, if you move house and want to make sure your copy of the magazine catches up with you, then send the new address to:
AMIGA FORMAT SUBSCRIPTIONS, THE OLD BARN, SOMERTON, SOMERSET TA11 7PY.

FAULTY COVERDISKS

The disks are duplicated and stuck on the magazine by a firm we employ for that specific purpose. If you have a faulty disk, send it to them enclosing an SAE. We don't keep stocks of disks, so we can't help.
DISCOPY LABS, UNIT A, WESTMARCH, LONDON ROAD, DAVENTRY, NORTHANTS, NN11 4SA.

Creations' DCTV, which gives you two new graphics modes equivalent to those of the AA chip set – 256 colours and 260,000 colours on screen. The idea originally was that AVM would be incorporated into later CDTVs and as a £50 upgrade to existing models, giving the capacity for photo-realistic screen images, particularly vital for Kodak's Photo CD, which stores your holiday snaps on a compact disc.

The problem is that AVM has not yet appeared and it would seem to make more sense for Commodore to do a version 2 of CDTV (though CDTV2 does not yet exist) with WB3 and the double-A chip set. So it is possible that you may need to upgrade. Best advice currently is wait and see for a few months.

UPGRADE UNCERTAINTY

Having seen details of the A4000 and dismissed the upgrade from my A500 as too expensive, I settled down to await the A200/1500 replacement. Imagine my surprise on opening a supplement in a Sunday newspaper to see the new Amiga 1200, on sale now!

'Great,' I thought, 'the new A2000 replacement everyone has been waiting for'. But hang on. This looks like an A600 with a keypad. Surely some mistake there, CBM, this isn't an A2000 replacement. It's an A600 replacement, isn't it?

I have to ask, therefore, does Commodore intend marketing an A2000 replacement? Also when, where, how much and why the delay? And perhaps just as importantly, what will happen to the A600?

Gavin Davies, Colwyn Bay

Good point, and one which is much on our minds. We do know that the specification of an A1500/2000 replacement is set and it is due for release, though as I write this we're not sure of the details. Check out the News pages for more.

What we would expect is that the A2200 (this has been the longest running rumoured name) will be essentially very similar to the A1200 in basic specification. The main difference will be that it has a large, square case with appropriate expansion slots (video, Zorro, PC etc) and a separate keyboard.

It would also seem appropriate to give it a more powerful CPU, possibly a 68030. Lingering doubt remains over whether SCSI or IDE hard drive support will be included. Expect a price about £699.

SPANISH MAIN

In Spain, halfway to Africa and currently short of good programmers, we have to wait a long time for software to come out and then pay a very high price once it's in the shops. I'll never defend pirates, because they are games-hungry. But I don't agree with *Amiga Format* taking the distributors' side.

I'll give you a plain example that happened here in my own town, with *Deluxe Paint III*. It cost £150 and there were thousands of pirate copies. I was given one and and found it to be a very useful program, although I couldn't master its full capabilities.

Then *DPaint IV* came out, at a mere £85. The result is that I've just bought the very last copy, by sheer chance, at the biggest store in town. So give us good quality at a competitive price, and you'll sell out.

Gonzalo Camiña, La Coruña, Spain

This is a very interesting example. But is it necessarily true that cheaper software will make for more sales? Who knows?

SOME CHOICE

Last Saturday I was very pleased to go to the Future Entertainment Show. At the Show I saw the A600 and the A1200 retailing for the same price, yet the A1200 is definitely a better choice. Why didn't Commodore make a bigger price difference between the two? The only explanation that I can think of is that the A1200 is going to replace the A600.

Gareth Manning, Cleobury, Mortimer

We-ell... I don't think it's quite true to say that the two are available at the same price. The 1200 is £399 (which means we have seen it on sale as cheap as £369) and the A600 is £299 (so you might have seen it selling for £269 at the Show). This difference of £100 makes the 1200 a third as expensive again as the 600, which is quite a substantial gap.

The Amiga family can support alternative £300 and £400 base-level machines, I reckon, and there is also the possibility that the A600 will eventually become even cheaper – as Commodore said at the launch of the 1200, as reported in the last issue, they see the A600 becoming the Commodore 64 of the Nineties: a real budget entry-level computer.

Incidentally, the impression we get from talking to dealers is that, while sales of the 1200 are absolutely extraordinary, sales of the A600 are unaffected and still excellent.

PRICE DOUBT OF THE MARKET

A lot of people complain about the price of games, me included. But what about everything else which is supplied for the Amiga, like printers, scanners, disk drives, hard drives, monitors, accelerators, memory expansions and so on?

I would like just one of these, but to get it I would have to spend years saving up. If Commodore or whoever dropped the price of these items, they might find that more people would buy them and they would still make a healthy profit.

I know they dropped the price of the A600, but so what. After buying one, Mr Bloggs thinks to himself, 'Oh, I know, I think I'll go and buy myself a hard drive now.' Then he finds out that the cost of such an item can be hundreds of pounds, and even more than the computer itself costs, in some cases.

David Lawrenson, Cirencester

I agree with you in many ways. Not on one point, though. I think the work third-party developers, particularly in the UK, have put in to increasing the quality and reducing the price of 'creative' add-ons specifically for the Amiga, like video digitisers, sound samplers and hand scanners, is remarkable.

Monitors and printers are a slightly different kettle of fish. They are made by big corporations for use across all models of computer and are mostly guided by business markets. Howeverm we are seeing the prices come down slowly, and we can only hope this trend increases.

The key, though, is hard drives. The difference a hard drive makes to your computing is extraordinary and we are starting a crusade here at Amiga Format *to get as many people as possible to invest in a hard drive. But, as you say, it's very expensive.*

Commodore have never taken a great interest in peripheral hardware. But what they are doing, by backing PCMCIA and IDE, is try to make expansions such as RAM and hard drives more accessible and cheaper. An IDE hard drive, because it has no casing and fits on a standard interface inside your machine, costs about half as much as an add-on drive for the A500 has to date.

This means that there is more possibility of more powerful Amigas than ever before, so Commodore are going along the right lines.

TIPS PLEASE

Could you please tell me if there is a book or something that I can get hold of for all the Amiga 500 Plus hints and tips?

Nicholas Humphries, Ashbourne

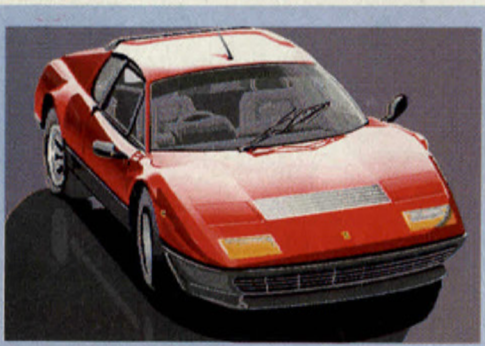
If you mean hints and tips for games, we are currently working on the Third Edition of our infamous ScreenPlay *book, which will have maps, cheats and so on for all the big games of the last year. It should be out in early March.*

OLD HAT?

Why do computer magazines pretend that Kickstart 1.2 users don't exist? You always say '1.3 users' and never acknowledge us people who have owned Amigas for more than five years! If it weren't for us, who bought machines all those years ago, then the Amiga might not be the computer it is today!

PA Kitching, Normanby

Continued on page 262



'Ferrari Boxer', by Steaven Heppener of Elland.



'Hong Kong', by Boris Lam of Rayleigh in Essex.



'Sunshine Lady', by Faye Penman sent in by Chris Penman.

SHOW STOPPER

I am writing as a very concerned parent regarding the Future Entertainment Show which took place at Earls Court in London in November. Due to your 'hype' this year that the Show would be bigger and better than previously, I took my children and a friend on the Saturday. Words fail me! What an absolute misery and, worse than that, what a massive hazard to safety!

At approximately 11am we found ourselves jammed with hundreds of other people in the narrow passageway leading from Earls Court 1 to 2. Adolescents at the back started to push and shove and to say it was frightening would be an understatement.

It did not take a genius to work out that Saturday would probably be the busiest day, when most children and parents would attend. Thus to either regulate the number of tickets available for Saturday and/or set up barriers between the two halls seems basic common sense.

Once I was free of the area I did make complaints to one of the organisers, who listened but did not even apologise.

I suspect that in your next issue you will report on the 'wonderful, successful' Show at Earls Court and that you will continue to give it massive hype come this time next year. What a shame if you cannot respond to the very serious complaint made in this letter. I am writing to you because you are the biggest magazine associated with Future Publishing, the company who organised this event.

L Greaves, Emsworth

First of all, I would like to say that the staff of all the magazines here at Future Publishing were very closely involved in the running of the Show and we do take a personal responsibility.

We were all very distressed to hear that there had been problems with people not being able to get into the Show and with the 'bottleneck' of people that did cause a crush for a while on Saturday morning, though it was quickly and effectively sorted out under trying circumstances by the security people. We, personally, had invested so much time and trouble attempting to ensure that everyone enjoyed the Show, that it was genuinely upsetting for us to hear that people had had problems.

So we do apologise most sincerely and we have had many suggestions made as to how to improve next year's event from the grassroots level up. But I would like to say a brief word in our defence. Essentially, a major event like this requires expert help and Future employed several firms to organise and run the Show. They assured us that the space we had would be sufficient to accommodate 100,000 people but it seems the experts were wrong. It may seem like passing the buck, but we have to say we were let down by these people. Finally, on a positive note, we have had many letters from people of all ages who thoroughly enjoyed the Show. Next year's event will be in a much larger venue and we believe the lessons learnt will make it a fine day out for everyone who goes.

COMPLAINT

I feel compelled to write to you about the problems I am experiencing with one of the companies who has an advertisement in the October issue...

Mr P Capp, Northallerton, N Yorks

My apologies for cutting off your letter at this point, Mr Capp, but...

Inevitably, all mail order companies have mix-ups. Readers write in about companies that we know to be reliable. Usually there's an honest mistake involved. Sometimes, in the recession, a company can go out of business. The message I'd like to get over is that we take it as a serious responsibility to help sort out problems between you and anyone that advertises in the magazine. But don't write to Letters, or to the editor, or to any of the editorial staff. Write to: Advertising Complaints, Amiga Format, *30 Monmouth Street Bath BA1 2BW and our advertising department will do their utmost to help. I've passed on your letter, Mr Capp.*



'Village in the Snow', by Craig Lovick of Coventry.



Next month Issue 43 February 1993

How It Works: The Amiga

How well do you understand what's going on inside your Amiga? For the first time anywhere, we're going to present the full, nuts-and-bolts, top-to-bottom story of what's happening inside your Amiga when you switch it on and run a program. You'll find it the ideal introduction to the Amiga if you are new to the machine, but if you've had an Amiga for a while, you'll still discover lots of things you thought you'd never find out about your machine.

The Amiga Format Manifesto

In this issue, you've read the opinions of the 'movers and shakers' of the Amiga software and hardware scene, and discovered what they think of the big changes afoot for the Amiga. Next issue, we're having our own say. *Amiga Format* are going to be speculating on some of the more likely and unlikely new Amigas that Commodore might consider releasing, and trying to predict what will become the major Amiga issues of 1993. Be there – or be ill-informed!



Waiting for you at your local shop from **January 14th!**

The greatest of respect to all people who have been committed to the Amiga longer than this magazine has been in existence. But at the same time, I'm afraid we can't cater specifically for all versions of Kickstart down to 1.0 and so we draw the line at 1.3. In our survey earlier this year, we discovered that only 6% of readers have 1.2.

REASONABLE COMPLAINT

I sent away for the game *Prince of Persia* from a mail order company that advertises in your magazine, and we found it would not load. We are now on our fourth version, none of which will load. When I telephoned the mail order company to complain they told me to telephone the suppliers, Domark, as the salesman said they only sold the packs.

Domark told me that a few Amigas are fitted with Mitsubishi disk drives, which are slower than the majority. The game *Prince of Persia* is American and will not respond to the slower drive – hence it will not load and there is nothing that I can do to make it.

The Trading Standards office said that the contract is with the mail order company and that they should make all enquiries. After all, they are making the money. Mail order companies such as these, offering cheaper games are providing a service mostly to younger children who have saved long and hard for computer games. They should not be seen to be ripping people off.

WG Stocking, Holsworthy

I agree with you entirely, but I would like to make an appeal for a degree of understanding, here. As we find all too often in attempting to answer queries for readers, there can be all kinds of weird, one-off effects of combinations of hardware and software. I've never heard of Mitsubishi drives being slower, and I would presume it's something Domark would never have dreamt of.

Good retailers will do their best to answer queries, but it's impossible to cover every angle and so it's a good thing, surely, that software manufacturers provide a good problem-solving and advice service too. At least that means you should have someone to turn to.

Having said that, I think it's a shame that this particular supplier could not go to the effort of phoning Domark for you thus saving you the trouble and expense and we will mention it to them. But as a whole, computing can be a highly complex hobby and a degree of give-and-take is important from all sides.

TRICKY DECISION

The saying goes 'the customer is always right'. I only wish Commodore would sit up and listen.

I have owned an Amiga 500 for about five years now, and have been very happy with it, but I am now looking to upgrade to a newer model. The question is, which one?

Over the last couple of years there has been the A500 Plus, then the 600 and, of course, also the CDTV. What about the people who rushed out and bought a 500 Plus, only to find that a few months behind was the A600? What about the people who paid £400 for a 600, only to see the price cut by £100?

I am tempted to buy a 1200 but I am worried that Commodore will release a better machine not long after. They need to restore our faith in them by releasing a new machine and then sticking by it for a while, as they did with the A500 in the beginning.

Garry Abel, Humberston

Here's how we see it. When the Plus came out, we would not have advised 500 owners to change, and the same with the 600 – they were in essence the same machine. The 1200 sets a new base-level standard, which software developers have accepted, and we would advise people to upgrade from A500s if they wish to.

Two caveats. One: if you're happy with your A600 or A500, stick with it. There's still a great future in software support for these machines. Two: there will definitely be more new Amigas next year, including the 1500/200 replacement and possibly a move to CD drives. But the fact remains that the 1200's spec (AA chips, 2Mb of chip RAM and 32-bit architecture) are now set in stone as the standard Amiga platform and will stay that way for five years at least. Not that there won't be a new chip set in higher machines (an A5000?), but the base spec will be the 1200.

WHO DECIDES?

I have recently been reading the 1992 Autumn Special edition of *Amiga Format*, and I disagree with some of the ratings in the A-Z of games. *Eye of Horus*, for example, was rated with only one star when I think it should have four. The reason for this is most likely to be because the games were judged by adults. This is stupid because the children are the ones who will be playing them. LET US DECIDE!!

Adam Pennycuick
Clifton, Bristol

An interesting point. If you'd met any of the Amiga Format *team, I think you'd agree that they're about as childish as you can get... but I know that's not what you mean.*

I actually think that's a little ageist of you. Just because we're in our twenties doesn't mean we approach a game much differently. Besides, the example you pick is in a fairly 'adult' mould, the puzzle-based adventure game.

I think possibly the fact that we've been playing games for longer (most of us were down the arcades playing Space Invaders *and* Asteroids *when computer games first appeared) gives us a bit more experience from which to judge.*

BREACH OF COPYRIGHT?

My friend has just bought an Action Replay cartridge and you can freeze a game and save the screen shot on to a disk, and then load it into *DPaint* and mess around with it and print it out and stuff. And I wondered if this is illegal?

Simon Askham
Whetstone, Leicester

Like anything artistic, the sound and graphics in a game are the 'intellectual property' of the author and the game is copyrighted by the publisher. However, provided it's for your own use, they won't mind of you mess around with their graphics.

If you publish the stuff in any form – rip it off to use in a demo or a game of your own – then you're in breach of copyright. But just playing with it yourself is fine – and I'd have thought that printing game screens from DPaint *is an ideal way to decorate your bedroom.*

PIRACY PART 4

I am a businesswoman, a successful one, who needs to be efficient, skilled, practical and sensible. My Amiga computer games are my main hobby. I haven't lots of money to spend on luxuries (paying a big mortgage alone etc) but it all goes on this – and I don't begrudge a penny of it. If a programmer is good enough to write a terrific game I get hundreds of hours of pleasure from the least I can do is pay him properly.

Ms Carmen Brulez
Ilford, Essex

Quite right too. Hopefully, more people will develop your responsible attitude. Programmers are great people and all too often they get ripped off and make no money from months of hard work.

BAD ADVICE?

I have just taken the plunge and bought Workbench 2.04. I feel that it is the best £32 that I have ever spent. Commodore should have launched the Amiga with something like this.

Anyway, as my Amiga 500 revision 3, is so old I was put off from upgrading. When I bought my ROM and looked at the instructions supplied with them, I went pale. They told me that I would have to bend up pin 1 and 31, then bend up pin 46 on my 68000, and link that to pin 1 on the ROM, then link pin 31 to 21 on the ROM.

I then remembered back to a Workbench feature in Issue 36 of AF, with a diagram on how to fit the ROM into rev 3 and rev 5 Amigas. It said that all you had to do was to link pin 1 to pin 31 on the ROM. So could someone who did not read your mag, and followed the instructions, have damaged their Amigas? I thought that I would write to inform other Amiga owners not to follow stupid rules like that.

After that moaning, I would like to thank the company where I got the ROM for soldering pin 1 to 31 so people with older Amigas like me could fit the 2.04 ROM as easily as people with new Amigas (people with new Amigas just had to cut the wire).

Scott Mitchell
Luton, Beds

Spot the shot 42



Simply identify the game that this small portion of a screenshot is from, write the answer on a postcard with your name and address and send it in to us. The address is Spot the Shot 42, ***Amiga Format***, 30 Monmouth St, Bath BA1 2BW. The first correct entry out of the hat every month will win a fabulous *Amiga Format* T-shirt!



The winner of Spot the Shot 40 is Leon Brian from the Wirral. Leon perspicaciously spotted that the shot came from Level 4 (Bouncy Castle) of *The Aquatic Games*. An *Amiga Format* T-shirt is on the way.

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YOU, TOO, COULD be shocked by Winston Churchill. Apparently the Grand Old Man so disliked pigeons that he directed that any statue of him erected after his death should be equipped with anti-pigeon security measures. As a consequence the bronze likeness of the war leader in London is wired up to give a small electric shock to anything, or anyone, that touches it. Nelson, by contrast, is happy to protect himself with a hat.

HAVE YOU WATCHED the Peugeot 405 ad carefully (the one with the kid driving a model through spilt milk on the kitchen floor while a real car storms across mountain roads)? Watch the bit with the real car in carefully, and pay particular attention to the scenery. You may realise that you just don't get roads with sheer drops off 300-foot cliffs into scenic valleys with no barriers. Then you may click that half the backgrounds are computer-created, or at least image-processed and comped in with the real footage. See if you can spot the join.

Question: What's the difference between the Prime Minister's office and Sellafield? Answer: When Sellafield leaks, nobody notices.

THE ROMAN CATHOLIC church is catching up with the times. At the start of November this year they finally decided to forgive Galileo Galilei for having the temerity to point out that the sun did not actually revolve around the earth.

Actual Reality

Doesn't life look awfully different through a hangover? (for those Tea-totallers among you; doesn't life look different when you have a parrot with Tourette's-syndrome dancing atop your frontal lobes?) that's reality. But this... this is Actual Reality!

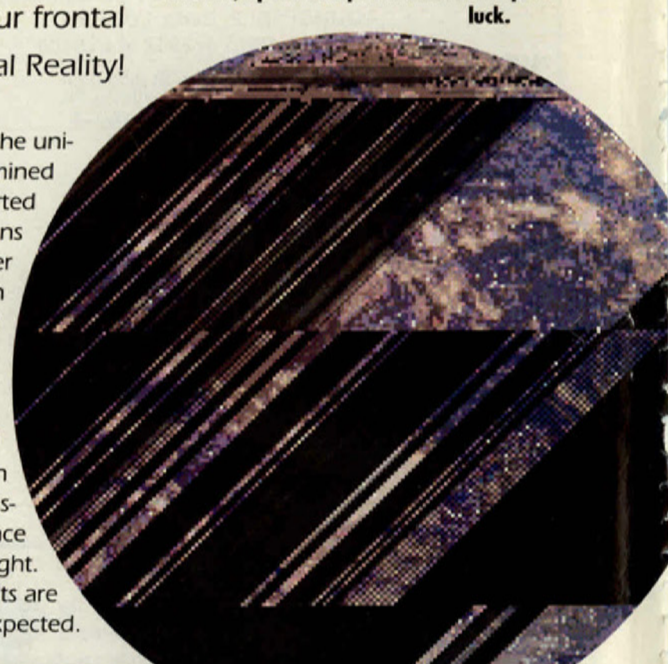


PINBALL IS BACK – it's official! Ever since a few hefty sessions with Pinball Fantasies, we've been rediscovering the delights of the real thing. Get down the arcade and sneer at the kiddies playing Streetfighter 2, because you're spending your twenties on a real game – action, reaction, speed and just a little bit of pure luck.

TECHNOLOGY – INNIT MARVELLOUS?

We've recently discovered that the special new fuel developed by Elf to give the Williams Formula One Grand Prix team a further advantage has a special ingredient – beetroot juice. Yep, it's true. And yet the vegetable connection with the world of the internal combustion engine is nothing new: in the early days of aero engines, during World War One, castor oil was the main engine lubricant, and that's where Castrol gets its name. It also explains why pilots, who breathed oil fumes all mission, were usually sick as soon as they hopped out of their 'crates'.

ARE WE ALONE in the universe? NASA are determined to find out, and have started a search of space by means of radio which goes under the name of SETI – Search for Extra-Terrestrial Intelligence. The idea is to attempt to isolate signals that may be more than random noise and see if they share certain fundamental characteristics that could be evidence of logical thought. Immediate positive results are not expected.



HELLO! TO Andy Jobson and Barry Jobson who bumped into Nutts at the Future Entertainment Show. And many thanks to Gilles Lopez y Lopez, Thierry Lopez y Lopez and Laurent Dubourdieu Lange, from Bordeaux in France, who very kindly brought us three bottles of their very excellent local red wine. **HELLO ALSO TO** Jellyfish Kiss who sent us tapes of their last two albums. They're excellent, and they use an Amiga!

Amiga Format Issue 39

EDITORIAL CONTRIBUTORS

Jason Holborn
Scott Johnston
James Leach
Brian Larkman
Deborah Cook
Paul Tyrell
Huw Llewellyn
Neil West

PROMOTIONS ASSISTANT Tamara Ward

PHOTOGRAPHY Ashton James, Bradford-on-Avon;

COLOUR ORIGINATORS Phoenix Repro
PRINTERS Chase Web, St Ives PLC, Plymouth

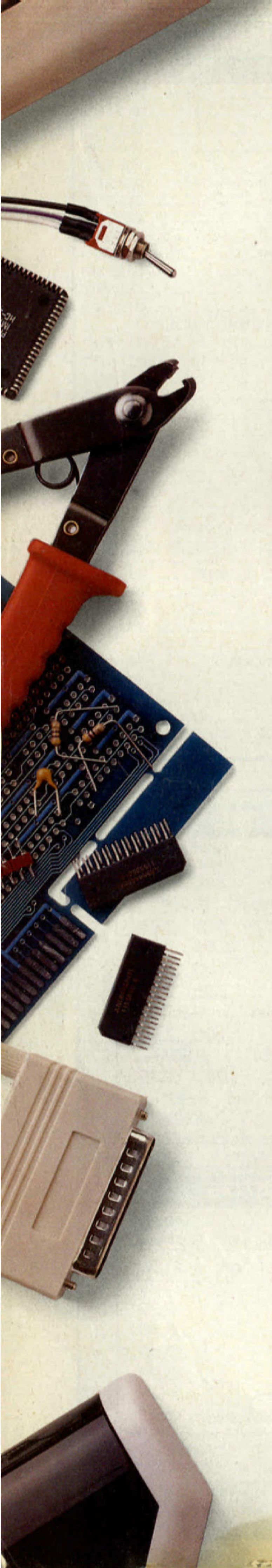
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MMC Ltd 0483 211222
CIRCULATION DIRECTOR Sue Hartley 0225 442244

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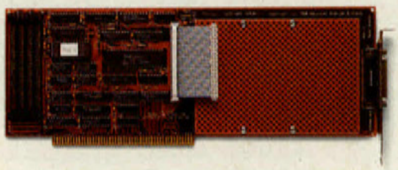
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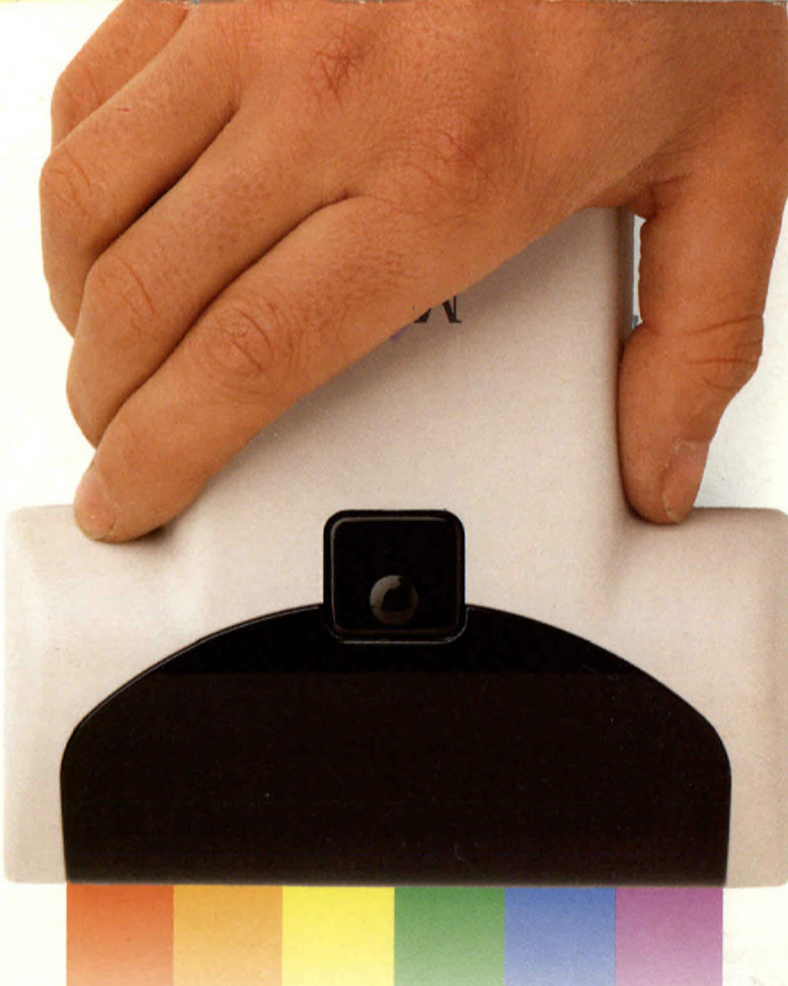
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Colour PowerScan

The Power Computing colour hand-held scanner for the Amiga is now available. This scanner offers the following features

- 4096 colours
- 50-400 DPI
- 4 Scanning modes
- Text
- Greyscale
- Colour halftone
- Colour

The Amiga interface plugs into an A1500/A2000/A3000/A4000 expansion slot with a separate version which connects to the expansion connector of the A500/A500+. The A500 version has a through-port which is compatible with all Amiga 500 expansion peripherals.

The software supplied with this scanner is the new PowerScan Professional 3, which also supports the greyscale scanner and will be available as an upgrade to existing users of PowerScan for £15.

Colour PowerScan v3.0 features

- Real-time 'True-feel' scan option in colour halftone mode
- Images are stored internally as 12-bit graphics, not HAM. This means that no quality is lost due to the Amiga only being able to display HAM images in 4096 colours
- Images are displayed as HAM pictures
- HAM images may be loaded from disk and edited using PowerScan 3
- Image size that can be handled is limited only by the amount of memory available
- Memory does not have to be chip memory as in many art packages
- Images can be saved in various file formats
- View whole image function
- Scale/rotate/skew image or clipboard by any amount
- Crop image
- Clean up, lighten or darken image
- Variable zoom mode
- Draw freehand, lines, circles, boxes and polygons in various fill patterns, brush sizes, paste modes, or with the clip board image
- Clipboards may be scanned directly, or any shape can be cut from the main image
- The software is compatible with all Amigas
- Supports Workbench 2 and ECS screen modes

Colour PowerScan now available

New v3.0 Scan software

PowerScan Colour v3.0 .... £239
PowerScan Greyscale v3.0 .... £115
PowerScan v3.0 software upgrade ...£15

The Amiga can only display 16 greyscales

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